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# N-FORCE

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CYBERNATOR



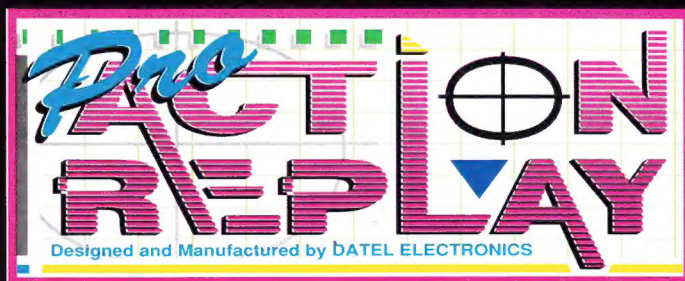
HUMANS



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March 1993





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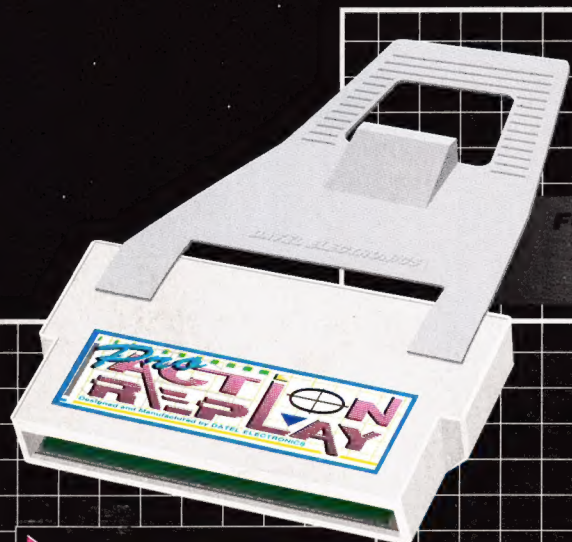
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# Into the

This is game-mad month at **N-FORCE**. We review more than 25 top new titles for the SNES, NES and Game Boy, and sneak a look at dozens more. If you want the low down on Nintendo games playing, step on in to the N-FORCE's game parlour...

# game!

**JOHN MADDEN FOOTBALL '93**  
LICENSED BY NINTENDO  
© 1992 ELECTRONIC ARTS

**Carl Rowley, TV sports journalist**

It's a well known fact that when I'm not around the N-FORCE bunch I do play-by-play American football coverage. When Dick Enberg called to say that big guy, John Madden, was taking all the glory and even had a game of his own, I was furious. So I had to get in whatever the cost, but this is not what I meant. Hey, You! Fat bloke...

THE DESIGNER

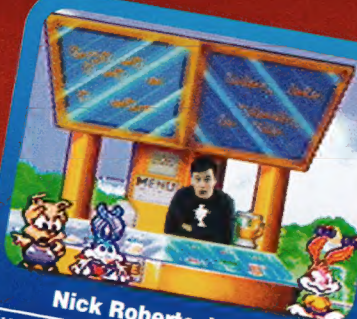


**Chike, grass skirt model**

Chuck Rock, my hero! Look at that well-earned beer belly, it must have taken years to produce. And let me tell you, if I'd drunk as many beers as Chuck, all I'd be able to say is 'Unga bunga.' As for his grass skirt, I've been looking everywhere for one, but do they ever have a size 24? Do they heck!

DEPUTY EDITOR — thinks he's in charge when Doug's away

STAFF WRITER — only writes when no-one's away



**Nick Roberts, barman**

What better way to spend your day off from the constant slog at N-FORCE than moonlighting in a cafe. This joint is in the great new SNES game *Tiny Toon Adventures* — if any of the customers get a bit upset I can always threaten to erase them! Now, who's for some more carrot juice?

STAFF WRITER — only writes what Carl doesn't want to



**Rob, galactic explorer**

When I said I was a great *Star Wars* fan, I didn't want to be half-digested by the Sarlaac monster with Luke ruddy Skywalker pelting tangerines at me. Still, if it's the only way to appear in *Star Wars*, it's a start... ouch! My legs... aaaargh!

PRODUCTION EDITOR — thinks he's in charge when Doug and Nick are away

ASSISTANT DESIGNER — does what she's told... sometimes



**Jo Lewis, tomato**

I've always wanted to appear with a famous star, so when Mickey's *Magical Quest* appeared, the guys said they'd make my dream come true. I was to star alongside Mickey Mouse — what I didn't realise was they meant in the game and I was one of the tomatoes! I hate men!



**Doug Green, bodyslammer**

The one game I've always wanted to star in is *WWF: Super Wrestlemania*. I'm not sure if it's the spandex pants, the possibility of having a moustache like Hulk Hogan, or just all those hours getting highly paid for lying on a sunbed...

THE EDITOR — thinks he's in charge when everyone's there



**Chris Rice, karate sensei**

My dream is to be in *Street Fighter*. If I was Ken, I'd get that pyjama-wearing pansy, Ryu, and Dragon Punch him so hard he'd end up in Milton Keynes. I'd take Chun Li's stupid ear muffs off her head, chop what a fat slapper he is. Then I'd kick and punch and... oops, I'm getting carried away again!

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NOW GO FOR THE REAL GAMES!!





Game sizzling action for March!

# Lineup

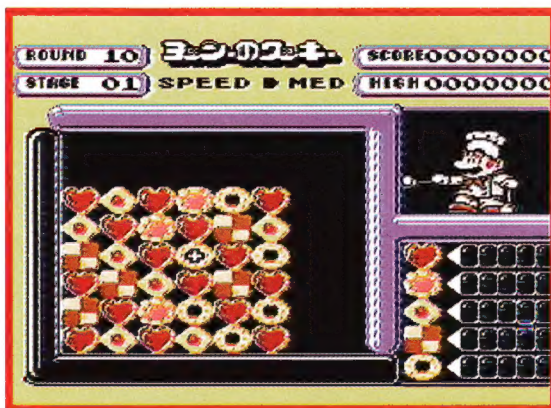


## Bubsy the Bobcat



The coolest cat you've ever seen bounds onto the SNES with bags of animation and speech! And they say this is going to be the answer to *Sonic 2*! Use the special cat flap and pounce over to

Page 14 for the full lowdown!

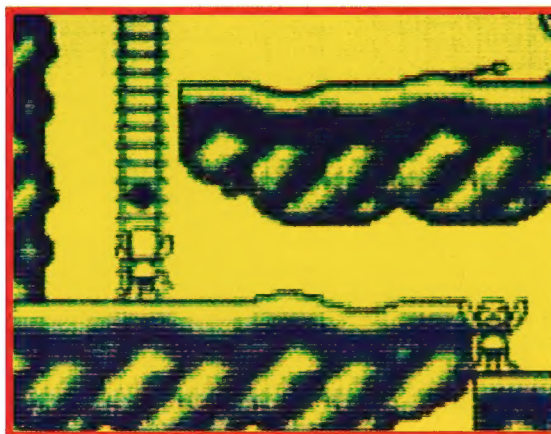


## Yoshi's Cookies



The green dragon with a taste for biscuits has put on the oven gloves and joined up with his little Italian mate. It's up to you to make sure nothing gets burned and that the two don't set

the kitchen on fire — grab a mug of tea and get over to Page 72 for a full review.



## Humans



Prehistoric folk without a brain cell between them. In one of the most imaginative games to hit the Game Boy this year, help these loin-clothed lunatics learn about life, the universe and how to switch on the microwave. For heaps of headaches and laughs, toddle over to Page 44 now.

Featured!

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## Zig & Zag!

The two coolest breakfast TV presenters you've ever seen come to life with an exclusive interview in N-FORCE!

38

## RPG heaven

The Japanese go mad for them! Norton Kai investigates the phenomena of role-playing games in Japan.

48

## Get stuffed!

Two lucky readers had a great time at our Christmas party — here are the pictures to prove it!



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## News

Scandal! The full low down on the dodgy Game Boy lookalikes that are sweeping the country.

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## Freshly Baked!

Exclusive peeks at *Zelda* on the Game Boy and some great new SNES releases.

28

## Compo

Win yourself a handy Game Boy holster or a trendy Speed King joystick courtesy of Konix.

48

## Another compo!

Everybody wants one! No, it's not a Porsche, it's an N-FORCE goody bag!

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## Ace's High

Rob's been busy this month with guides to *Out of this World*, *Road Runner* and *Mickey Mouse*. Plus hundreds of tips for Game Boy and NES games.

61

## Chart Toppers

A new look for the only chart countdown that counts. Japanese and American charts too!

Regulars!



## JAPAN'S RPG FIXATION



In Japan's RPG fixation, children are being taught to play video games. The latest RPG game in the series is the latest RPG game in the series.

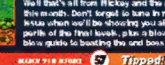
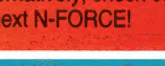
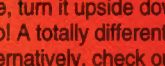
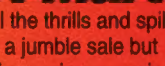
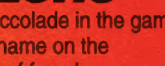
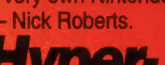
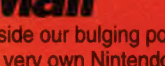
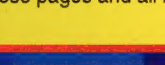
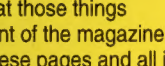
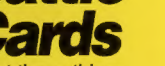


Featured! 34

## WHAT THE EXPERTS SAY...



What the experts say... The latest RPG game in the series is the latest RPG game in the series.



## 74 Kuddly Konix!

All the latest peripherals from one of the leading manufacturers of Nintendo add-ons. Joysticks and Game Boy bits galore!

## 82 Battle Cards

Wondering what those things stuck to the front of the magazine are? Turn to these pages and all is revealed.

## 62 The Yank Tank

The moustache from the States fills you in on everything American. Oh, there might be a few games in there too!

## 64 Six of the Best

Have you got any friends? If so check out Six of the Best SNES two-player games!

## 85 Shorts!

There are so many games arriving it's hard to cover them all. Not any more! Check out the new N-FORCE short reviews.

## 88 Subs & winners

Like what you see? Well, why not get yourself a year's supply of N-FORCE? Or you could always win one...

## 90 Junk Mail

Take a look inside our bulging post bag, plus your very own Nintendo agony uncle — Nick Roberts.

## 94 Hyper- Zone

The ultimate accolade in the gaming world — your name on the N-FORCE hall of fame!

## 96 N-Mart

All the thrills and spills of a jumble sale but without the old grannies queueing!

## 98 Next Month

Take this issue, turn it upside down and hey presto! A totally different magazine! Alternatively, check out what's in the next N-FORCE!

## MICKEY'S MAGICAL QUEST

### PART ONE

Mickey's world is a wild and wacky place. You need a guide to show you the way. Who's your man? — armed with nothing but a set of big black eyes, and a compass, he'll show you who's who and where all these secret bits are hiding.

WHO'S WHO?

Dark Forest

Dark Forest

Dark Forest

Dark Forest

Dark Forest

Dark Forest

Dark Forest

Dark Forest

Dark Forest

POTTY POWER-UPS

POTTY POWER-UPS

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# Coming your way

Keep your eye on those shelves and start saving that cash cos there's some hot games on all three formats headed your way...

## NES

Parasol Stars	Out now	£39.99*	Ocean
Prince Valiant	Out now	£39.99*	Ocean
Addams Family	Out now	£39.99	Ocean
Blues Brothers	Spring	£39.99*	Titus
North and South	Out now	£39.99*	Infogrames

## Game Boy

Titus the Fox	Spring	£24.99*	Titus
Adventure Island 3	Spring	£24.99*	Hudson soft
Lemmings	Out now	£24.99*	Ocean
Star Wars	Out now	£25.99	JVC
Asterix	April	£24.99*	Infogrames
Max	Out now	£24.99	Infogrames

## SNES

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Battleclash	Out now	£44.99*	Nintendo
Best of the Best	This month	£44.99*	—
Death Valley Rally	This month	£44.99*	—

\* Estimated prices to be confirmed.

These lists are estimates from the companies and therefore release dates may change between now and then. Remember, these are official release dates in the UK — you can buy many of the carts earlier from importers advertising in N-FORCE.



## Hand held heartache

What looks like a Game Boy, costs £10.99, and plays like a limp stick of rhubarb? The Game Child, from a company called Maxim, hit the market just before Christmas.

It's crafted to look enough like the Game Boy to fool the unsuspecting, and is basically a simple LCD game similar to the ones from the early '80s!

The Game Child is just one of a number of cheap game toys attempting to cash in on Nintendo's popularity.

There are also a number of bootleg Game Boy carts containing multiple games which either don't work or are poor quality. Some have been seized

by authorities, but many still make their way to the shops.

According to FAST (the Federation Against Software Theft), counterfeits are turning up all over the place.

'We recently seized and destroyed 14 sacks of fake games from one store in London,' said senior investigator Robin Lawrence.

'Customers are being conned into paying for rubbish.'

Mr Lawrence told of one dealer selling Game Boy cartridges, supposedly containing 255 games for £300 — it turned out each level had been classed as a separate game!

## THE BIG BREAKFAST

MASTER  
BLASTER

## 'I AM THE LOCK KEEPER!'

Our very own NICK ROBERTS does toast, marmite and Mario with *The Big Breakfast's* very own Zig and Zag...

Nick: Okay, guys. I know you're aliens — when did you actually land on Earth?

ZAG: When we ran out of Zogmobile fuel. That's our spaceship, in case you didn't know.

ZIG: It runs on pepper, that's stuff that makes you sneeze. That's how our Zogmobile runs, turbo-injected Sneeze Power.

ZAG: But since you don't have pepper on Earth, we'll be parking here for a while.

Nick: I can't quite pin an age on you. How old are you both?

ZAG: There's no age on Zog.

ZIG: We go by height. I'm taller than Zag at the moment. I'm 3 foot 2,

Zag's only 3 foot 1 and a bit... that makes me in charge. (SMACK!)

ZIG: Ouch! Okay, we're the same height, ('cept I'm a little bit taller!)

Nick: You pair are full of beans! Do you have any hobbies?

ZAG: I collect celebrity toenails. My most prized toenails are all three of Michael Jackson's big toe toenails.

ZIG: Gosh! The hours I spend arranging my belly-button fluff collection. Excellent hobby!

Nick: What I'm dying to know is, how did you get to be on *The Big Breakfast*?

ZAG: Bob rang.

ZIG: Say no more. (Zag, who's Bob?).

## N-FORCE HOTLINE

100% FOR YOUR NINTENDO!

Our N-FORCE hotline was such a success, we've decided to repeat the great event. We received more than 300 calls last month with questions from 'Why does Mario wear dungarees?' to 'Who does Carl's hair?'

The next hotline runs from February 15 to 19 (6-8pm). We offer advice on all your gaming needs and any other little problems fit to discuss on a BT line. So, go on give us a tinkle. The number is:

0584 875851



## Kart racing into '93

**B**andai are rubbing hands with delight following massive sales of *Super Mario Kart*. Apparently over 100,000 carts were shipped into Britain before Christmas.

*Super Mario Kart*, proving to be one of the most popular SNES games,

hit number three in the all-formats chart within two weeks of being released.

Bandai is confident of being at the forefront of cartridge sales in 1993, expecting 45 to 50 SNES titles in the shops by the end of January.

'We're filling out the range as quickly as possible and we're bringing out some big titles,' said Bandai.



## Generous Germans

**I**n these recession hit times (blah blah blah, cliché cliché) it's good to know that there are places you can buy SNES consoles and software for almost half their usual price.

It sounds wonderful, but you have to travel to Germany to

purchase them! A Pal SNES with leads can be picked up for approximately 199 DM (about £70) and games like *Street Fighter II* sell for around £35.

It's nice to see European economic unity and single market policy working to the benefit of us Brits. Thanks for nothing Brussels! Well sod 'em, we're going to Hamburg for our holidays this year!



**Nick:** I think presenter Chris Evans is quite funny. What's he like to work with?

**ZIG:** Chris is our Dad. He brings us on picnics.

**ZAG:** I was in Hollywood, Summer '92, having brunch with Geena Davis in 'Spagos', when I got a phonecall on the mobile. The guy said, 'My name's Chris Evans, we want you on *The Big Breakfast*.' So I said, 'Geena, gotta catch the Red Eye to Heathrow.' So I picked up Zig over at Luke Perry's house, packed a bag and here we are!

**Nick:** What do you enjoy most about your computer slot on a Monday morning?

**ZAG:** Seeing the new games before they're in the shops. It's COOOOOOOLLL!

**Nick:** Had you played computer games before you landed on Earth?

**ZIG:** Yeah, and Camel Flarping — but only when it's in season.

**ZAG:** And if the camels are willing to play.

**Nick:** A birrova tough one this. Tell me which is your favourite console, the Mega Drive or the Super Nintendo?

**ZAG:** Both are equally good. 'Course, it depends on the games!

**Nick:** Okay, so what are your favourite games on the Mega Drive

and SNES?

**ZAG:** *Sonic 2* and *The Addams Family*. *Super Mario World*'s good, too.

**Nick:** Who's the better gamesplayer?

**ZAG:** I think that's an obvious one.

**ZIG:** Sponges come from under the sea y' know?

**ZAG:** Look, readers, it's okay for you. I've got to live with him!

**Nick:** If I can just butt in, do you think console mania will catch on in Zog?

**ZIG:** I've got a friend called Derek and another called Emma, they live across the road.

**ZAG:** Answer the question, young man. Never mind. It's already caught on at home on Zog. We've got ZNES and ZEGADRIVE. But most popular is the ZEGA GAME GEAR and 'ZONIC THE HEDGE'. It's about gardening. Hedge trimming's big on Zog.

**Nick:** Oh, and just one last question before I leave you guys. Would you both like to star in your own console game?

**ZIG:** Paul and Mark are brothers and the live beside the dry cleaners.

**ZAG:** Sorry about Zig everybody. Speaking for both of us, we'd love to star in our own console game. Maybe we'd call it *The Search for Zig's Brain*...





## IN A NUTSHELL

### Bad breakfast?

It's been announced that TV computer show *Bad Influence* is to have a weekly slot on the GMTV new daily breakfast show. Presented by Violet Berlin, the show goes out at 7.30 am every Thursday and will be jam packed with tips, reviews and cornflakes.

### The Master grows and grows

Channel 4's *Gamesmaster* computer show is reportedly getting even more popular, pulling in its highest rating over Christmas, an estimated 3.1 million viewers. This puts it well on the way to being the most popular Channel 4 programme.

### Goodies galore!

It had to happen to some poor N-FORCE reader. Just as he was getting ready for Christmas, Andrew Bradley was bombarded with a sackload full of goodies including magazines, T-shirts, books, games and peripherals.

Why? Because he said he liked reading N-FORCE and naturally we took a shine to him — being the winner of our Big Bulging Sack Christmas Compo probably helped as well.

Andrew, who is nine, answered all the questions correctly and was chosen from hundreds of entrants. He says it is the first competition he has ever won and that this Christmas was one of the best ever.

Congrats Andrew, and enjoy the stuff.

### Let the show go on

Starting on March 18 and running for an alarmingly long time (to April 12) is the *Ideal Electronic Games Show* at Earls Court. It's full of electronic gadgetry, the latest console titles and all that's new for '93 from top manufacturers and retailers.

### Role-playing obsession

Nintendo is enjoying another popular year in Japan. Three third-party titles are set to knock-up game sales to over 2.5 million by the end of the year. Not surprisingly, *Street Fighter II* is one of them. The other two might be less familiar — *Dragon Quest V* and *Final Fantasy V* are not exactly famous names over here, but are hugely popular in the Land of the Rising Sun.



N-FORCE Christmas sack winner Andrew Bradley hasn't been able to get the smile off his face since taking first prize in our compo...

## The Max factor



You might notice that the odd review comment in this issue is written by a game fiend called Max. He follows in the long line of work experience gofers whose invaluable support has helped make numerous cups of coffee and file endless pieces of useless paper (we don't tell them that). So thanks Max and may you learn to make good coffee and finish *Spiderman* and the *X-Men*. Cheers!



Amstrad, Sony, British Telecom and of course us!

That's right, the N-FORCE crew will be there, playing games, holding competitions and answering questions, throughout the show. We'll be situated in a big games gallery housing a number of latest releases, CD-I demonstrations, virtual reality challenges and game-playing areas.

According to Live '93 organisers, response to the show has been fantastic: 'It's been excellent — every week something new happens.'

Dixons will be setting up a huge games area in the grand gallery with sales and all the latest carts on show.

Live '93 is at Olympia 2. Make sure you're there in September cos it's gonna be the biggest computer event yet!

## Fast fighter too

Even though the sales of the Super Famicom version of *Street Fighter II* reached 2.6 million in the half-year since its launch, *Street Fighter II* continues to do stonkingly well in the Japanese arcades. The latest incarnation, *Street Fighter II Turbo*, has just been launched. Essentially, it's a speeded-up version of *Champion Edition* — Turbo's gameplay is claimed to be 50 percent faster. New power moves are featured including a diagonal Rolling Thunder Attack by Blanka, a Sonic Boom-type move by Chun Li and teleportation from Dhalsim.

More when we get it.

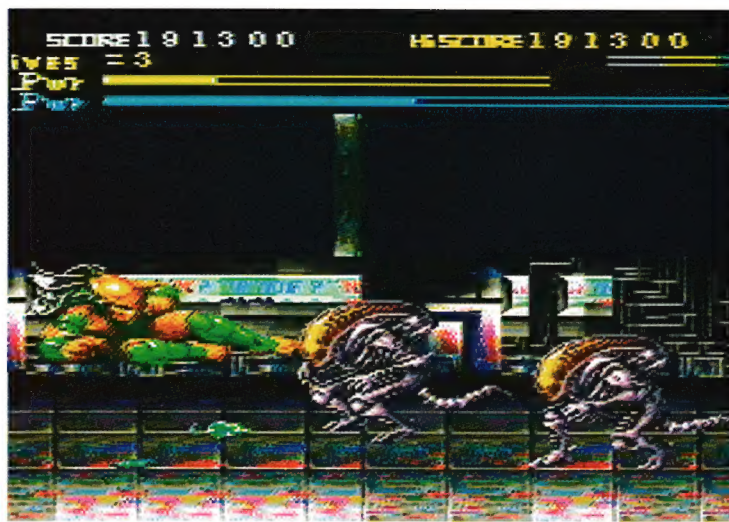
## Maximum overdrive

One of the best racing games ever looks set to get better with the release in June of *Top Gear 2*. This classic will still feature frantic split-screen two-player action. But new twists include whole-screen display in one-player mode, adverse weather conditions, junctions in the roads, more devious drivers and faster scrolling! We can't wait and be sure when it hits our shores N-FORCE will be there first.

## Alien advance

There are some big film licences due this year on the gaming front. Due to hit the streets this month on import from Japan is the long awaited *Alien Vs Predator*.

It's a great licence and we expect much from it — if the sneak peek N-FORCE got of the game is anything to go by this is one to keep an eye on. Get a load of this screen of the scrolling beat-'em-up action and check the next issue of N-FORCE for an exclusive review.





**BAD**  
**influence!**

**BAD influence!**



*the hottest games reviewed*

**BAD influence!**



**BAD influence!**

*Nam Rood's hints and tips*



**BAD influence!**

**BAD influence!**

*massive competitions*

**BAD influence!**



**BAD influence!**

*complete player's guides*

**BAD influence! BAD influence!**



*secrets of the TV show...*



**BAD influence!**

**BAD influence!**

*...and much more. Issue two on sale January 28*

**BAD influence!**



**BAD influence!**



# CES SHOW REPORT

## The Consumer Electronics Show in Las Vegas last month was a blitz of new Nintendo games and products. Marshal Rosenthal reports...

Thousands of people, ritzy presentations and some of the hottest games you're likely to see this year — the Vegas Consumer

Electronics Show was the place to be.

Nintendo turned it on big time with sneak previews of, what they hope will be, the big ones for 1993 — *Zelda* for

the Game Boy, *Yoshi's Cookies* SNES-style and *Kirby* on the NES.

The game which stole the show was Nintendo's first custom FX chip game called *Star Fox*. It's a 3D space-orientated flying sim boasting some of the most amazing graphics to arrive on the SNES and enough digitised noise to deafen you — definitely one to keep an eye out for.

*The Legend of Zelda: Link's Awakening* on the Game Boy follows closely behind. It's full of new characters as Link moves through a world fraught with danger, enemies, secrets, dungeons and all the good stuff we've come to associate with *Zelda* games.

**Spectrum Holobyte's** *Star Trek: The Next Generation* is still under development but looking cool, *Batman Returns* for both the NES and the SNES (you had to drag me away from the SNES version), and *Rock and Roll*

*Racing from Interplay* for the SNES has some of the most obnoxious music ever put on a cart.

The list is never ending — SNES *Claymates* is a stop-go animated platformer, robot-blasting action with SNES *Mechbots* is one to look forward to, there's *Taz* (the latest **Sunsoft** offering) and a mouse-driven adventure which we'll have more of in following issues.

Yep, it's sure going to be a big year for Nintendo gamers.



*Star Trek: The Next Generation* was just one of the games featured at the Las Vegas CES. Still under development, it's going to be one game to keep an eye on.



## Where's that CD gone?

Any announcements about the long-awaited Nintendo CD machine were sadly lacking at the Las Vegas CES. Originally due in August this year, it seems the machine won't be ready for some time yet.

Apparently, Nintendo have decided to opt for a powerful arcade-style 32-bit drive for their CD, and are still negotiating with electronics companies about how it will be built.

Sega's CD drive went on sale before Christmas last year and appears to be selling well. It was thought Nintendo would try to follow Sega's lead as quickly as possible, but games players may be in for a bit of a wait.

## Epilepsy puts game playing in the spotlight

Can video games really be dangerous to your health, or are the newspapers making a big fuss about nothing? We take a close look at the issue...

### Nintendo speak out



The epilepsy issue has brought a rare press comment from Nintendo President Hiroshi Yamauchi:

'This is the first time we've heard of this (anyone dying from video games). It is important that the matter be medically studied. Tens of millions of Nintendo game machines have been sold throughout the world with countless people using them over a limitless amount of time.'

'Up to now we haven't experienced major (medical) problems. If our game machines were truly at fault, we would have gone under a long time ago.'

Newspaper stories about epileptic fits after playing games have stirred up a storm both in Britain and Japan.

Following a front page story in *The Sun* last month, headlined 'Nintendo killed my son', the Government, Nintendo and several games and magazine publishers have waded into the debate.

According to the papers, numerous games players have suffered fits after playing Nintendo games. But publishers say blaming games is unfair, and Nintendo says the warning to epileptics on their products are clear.

The British Government has ordered an investigation into the issue, and the Japanese Government plans to do the same.

Despite all the hype, it appears clear that danger to most game players is practically nil — there is only a small percentage of the public which may be affected.

Said Derek Meakin, chairman of computer magazine publishers **Europress**: 'The stories are irresponsible. We feel we have a duty to games players and parents to tell them the facts.'

Even the British Epilepsy Association has expressed concern at misreporting of the issue and has set up a helpline for parents who want information. The contact number is 0345 089599.







Plenty of cute characters and platform action in the forthcoming SNES adventure *Claymates*.



Rock 'n' Roll Racing offers heaps of speed and thrills — look out for this later this year.

## The facts

### This is what the experts say:

- Video games do not cause epilepsy, but can trigger a fit in someone who already has epilepsy.
- Those most at risk are people who suffer from photo-sensitive epilepsy (where fits are triggered by flashing or flickering lights or screens).
- Photo-sensitive epilepsy is most likely in 6-12 year olds and females. The risk reduces with age and only around one in 4000 suffer from it.
- The risk can be reduced by not playing games for too long, sitting at least 2.5 metres from the screen, keeping the screen brightness turned down, leaving room lights on and using smaller screens.
- Epilepsy is not contagious or a sign of mental illness or handicap.
- Televisions, flashing disco lights and even dashed white lines on roads have also been known to trigger epileptic fits.
- Game Boys and other LCD games are highly unlikely to trigger fits. Both Nintendo and Sega now include warnings in their game packaging.



### Gunns' Garbage

Avast me shivering mateys, heave ho! Har-har me hearties and splice the bosun! Yep, we're all nautical in the office this month — I even caught Nick trying to fit a mast and centre board to his Escort the other day! Actually it's more sort of pirate-orientated and it's all due to a game called *Skullfagger* which I must say is a pile of ferret pellets and no mistake. But enough, hot news from my ace pal Bev over at **Infogrames** is that Asterix — the cunning Gaul and hero of dozens of comics and films — is about to hit all Nintendo systems with full force. The Game Boy version is due out in April and the sneak peek I had confirms my worst fears — it looks so good I'm probably not going to play another game all year (until the SNES and NES versions arrive in June that is!) Join me at the bar next month for *The Pint is Right*.

# N-ratings explained...

## Regulars!

99

SNES ▼

## Reviewed!

99

NES ▼

## Reviewed!

99

Game Boy ▼

## Reviewed!

99

## Tips!

99

## Featured!

99

### Doodle burgers

Yum, yum, yum! They love the hot games, but start feeling very queasy at those not coming up to scratch!



0-30

31-50



51-70



71-87



88-100



The flags show which version we tested! (SNES only)

## N-RATING

### VISUALS

91

A great bit about *Skullfagger*, with average animation helps bring the game graphics to a high level.

### SONICS

87

Better than an AAAA concert. The songs and bits combine well to give a really realistic effect.

### PLAYABILITY

91

So good it could almost play itself! I can't know how they got to make this game.

### LASTABILITY

92

Wouldn't it be nice if the game went off — when the initial 30-minute intro movie's setting off the way.

## FORCE

91

Completely new for money — what this one is your friend!

### VISUALS:

How the game looks in terms of sprites, title screens, scrolling and backgrounds.

### SONICS:

Music and sound effects — and whether they are suited to the game or not.

### PLAYABILITY:

Indicates if the game is easy to get into and understand, and how difficult it is to play.

### LASTABILITY:

Does it offer a strong challenge and does it hold your interest? How addictive is it?

### FORCE:

The overall rating of the game — an average of what both reviewers thought of it.





# BUBSY THE BOBCAT

## IN CLAWS ENCOUNTERS OF THE FURRED KIND



**Have we got a tail for you! A story of mice, fur balls and kitty litter. NICK takes a look at what's being dubbed as Nintendo's answer to *Sonic 2*...**

**W**e've all heard of *Sonic the Hedgehog*, *Mario* and *James Pond* but who on earth is *Bubsy the Bobcat*? Well, prepare yourself for the latest evolution

in console platform games — a new adventure with aliens, yarn balls and cheese wheels galore!

Total chaos breaks out when an extra terrestrial spaceship runs out of

fuel and crash lands on Earth. The aliens are called Woolies and their ship's high-fibre plasma engines need yarn balls to blast off — so much for the advanced technology of aliens! If the Woolies don't find yarn fast, they'll never see their home planet, Rayon, or their twin Queens, Polly and Esther, again!

The Woolies hadn't counted on any opposition from planet Earth, but Bubsy the Bobcat has other ideas. He won't give up his wool collection for anybody!

### Sonic boom

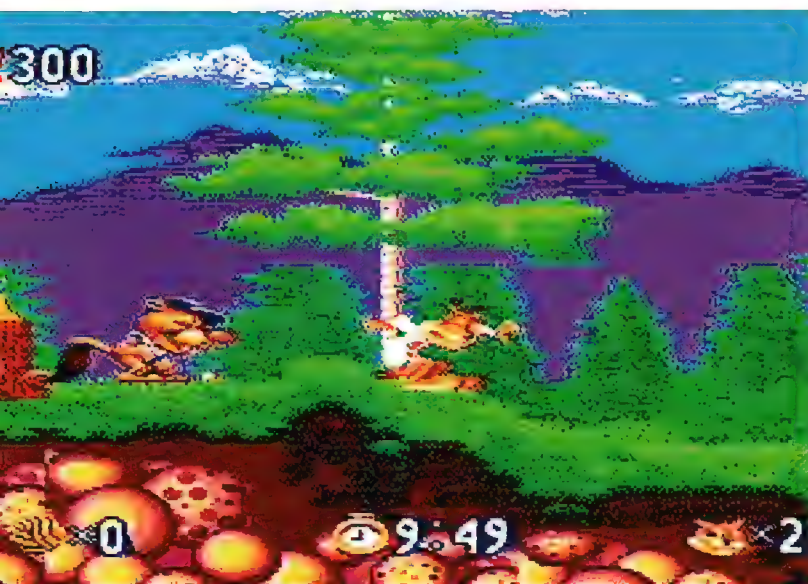
In classic *Sonic* style, Bubsy flips and twists around the sprawling landscapes to collect all the yarn balls he can find. There are many houses, hills and caves to explore and if he runs out of ground, a tap of the joypad glides Bubsy to earth with all the grace of a pregnant peacock.

Woolies appear from every direction in a desperate attempt to stop this crazy cat. In his bid to escape, Bubsy often ploughs into other enemies such as mine carts, cool giraffes and busy beavers. Each hit takes one of this cat's three lives — and I always thought they had nine!

### World domination

Five worlds, each with three stages full of yarn balls, are crammed into the huge 16-meg cartridge. There are also a multitude of hidden power-ups, bonus rooms and special secrets to discover.

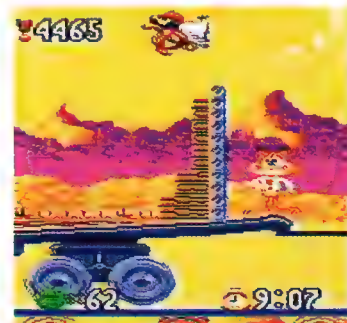
*Bubsy the Bobcat* is the latest and most intricate character to star in a SNES video game. Accolade gave N-FORCE an exclusive peek at some of the breathtaking action from Bubsy's world and we loved every second! Keep your eyes peeled for a full review clawing its way to these pages soon!



Hey Mr Beaver. Why don't you just stop beavering around and relax with a Bubsy paw in your head! No free chocolate bars for this vicious worker!



Crazy cars are everywhere in the first few levels. Pity Bubsy can't drive!



This is the game in train-r mode (geddit?). Oh, please yourselves!





The dark, damp caves conceal more than just bats and rat pool Mine carts lurk inside each entrance and charge out whenever something walks in front of them. Bubsy can't ride them but a leap in the right direction helps him out.

# BOBCAT



All the fun of the fair! The main attraction in the theme park level is the roller coaster ride. Bubsy can jump on at any time (don't try this at home!) and take a ride to another section of the game. But beware! Sometimes the tracks run out!



Flying through the air with the greatest of ease! One of the highlights of *Bubsy* is his gliding action which can help him over tricky situations.



Three-toed Woolies everywhere! These little devils chuck rocks with their feet, kick cheese wheels and go blue in the face when they have temper tantrums...

## WOOLLY WONDERS!

No game is complete without a strange set of creatures. In the world of *Bubsy the Bobcat* the alien invaders, the Woolies, are in for a hard time. Having arrived on earth from Rayon, they are on a quest for yarn balls to power their spacecraft back home.

With their puffed-out cheeks, slimy tentacles and big noses they look more like Sega owners than evil menaces. But with a back flip and a paw in the face, Bubsy soon puts a stop to their game! Watch out Woolies — Bubsy's coming to get ya!



*Bubsy the Bobcat* is not just a simple platform adventure — there are heaps of different moves and tricks to master...

Stuck on a rock with a Wooly is no place for a bobcat! Perhaps Bubsy should look for a different path to take...



All the fun of the fair! The main attraction in the theme park level is the roller coaster ride. Bubsy can ju



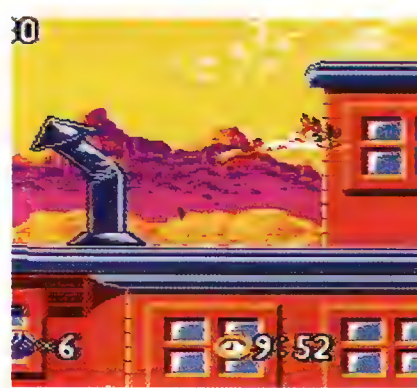
Bubsy's one cool cat! For more great pics and wicked original sketches flip the page...





Fairgrounds are usually fun places to hang out, but not for Bubsy. The shows and rides are highly dangerous. One wrong move and he loses one of his three lives!

Cor, what's that? Collect T-shirts for extra lives — they're not as trendy as our N-FORCE ones!



## Bubbing along...

Accolade have been developing *Bubsy the Bobcat* since December 1991. In that time, the game has been through many stages of development, beginning with character sketches by American artist, Ken Macklin and more recently computerisation and animation.

In his finished form, Bubsy is a street-wise bobcat dressed in designer clothes. His trade marks are an exclamation mark on his T-shirt, a self-assured grin and the cutest wide eyes you've ever seen! What sets this game apart from the rest, is the detail of Bubsy's movements. There are over 50 animations showing the feline hero in action — 13 of these are for death sequences alone! These hilarious mini-movies include Bubsy being shattered into tiny pieces, popping like a balloon, getting squashed flat and going down with his ship.

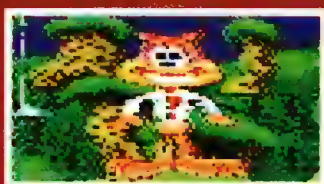
## Chatter box!

Another neat touch is the way Bubsy interacts with the player. Yes, you heard me right! Bubsy is one of the first characters to be given the gift of speech. Throughout the game a feast of digitised lines spout out of his whiskered chops — absolutely brilliant!

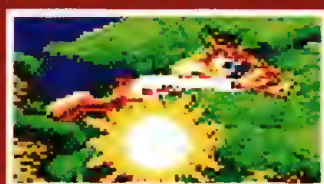
Accolade USA have thought of everything, right down to an animation where the cheeky cat knocks on the TV screen if left alone for too long! We can't wait for a finished version and you can be sure, as soon as the final touches are made, we'll be reviewing it.



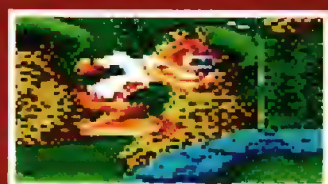
Artist Ken Macklin spent months drawing dozens of different expressions and poses for Bubsy. As you can see from these original sketches he's done a great job of giving Bubsy a cheeky personality and adding a cartoon feel to the action.



A big cheesy grin from the only bobcat that counts!



Diving over the top of some explosions avoids losing a life.



This game is leaps and bounds ahead of the competition!



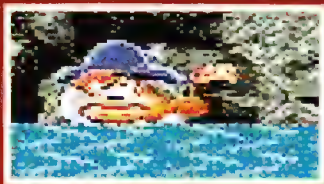
There are hundreds of frames of animation in this game.



Dashing from one train roof to another is a tricky business!



Hey you! Leave the game alone for a while and Bubsy taps on the screen!



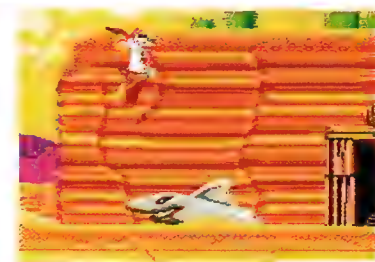
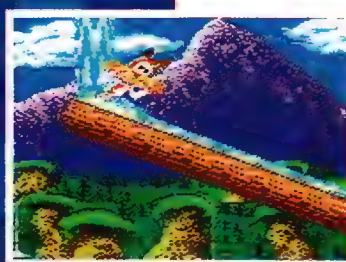
Kill off Bubsy in the water and he dons a sailor's hat and sinks!



Water and cats don't mix! Here Bubsy tumbles down the rapids!



Falling too hard onto the ground hurts Bubsy's sensitive paws!





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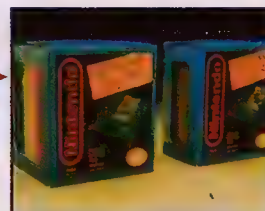
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The latest games straight from the oven

# Freshly Baked



Link's back again and this time he's tiny! The four-meg cart and battery back up make this Game Boy adventure a stunning prospect.

## ■ Nintendo



Link has been adventuring on the NES and SNES for years in the amazing *The Legend of Zelda* series, but now Game Boy owners are to have their own version of the best-selling role-playing games.

*The Legend of Zelda: Link's Awakening* is a huge four-megabyte cartridge with a battery back-up. It's full of the characters made famous in the SNES and NES games but there are a bounty of new surprises in store for all budding adventurers.

The game was revealed at the CES (Consumer Electronics Show) in Las Vegas, USA, last month. It's the first time the *Zelda* saga has been brought to the Game Boy, and all indications are that it's going to be huge.

Check out the news for more gossip from the States and stay tuned to these pages for more information as we get it — this is going to be a hot release!

# THE LEGEND OF ZELDA: LINK'S AWAKENING

# KIKIKAIKAI



## ■ Natsume



The latest weird and wonderful game to come out of Japan is a two-player

extravaganza called *Kikikaikai Ninja*. In a similar style to the classic *The Legend of Mystical Ninja*, the two crazy characters, a ninja and a raccoon, charge around the scrolling levels, picking up power-ups to boost their health and fire power, and avoiding the constant barrage of fire from the wacky enemies.

## Nutty ninjas

The game is a visual delight with superbly-detailed backgrounds and great animation. The Japanese are renowned for creating surreal console games and this is no exception.

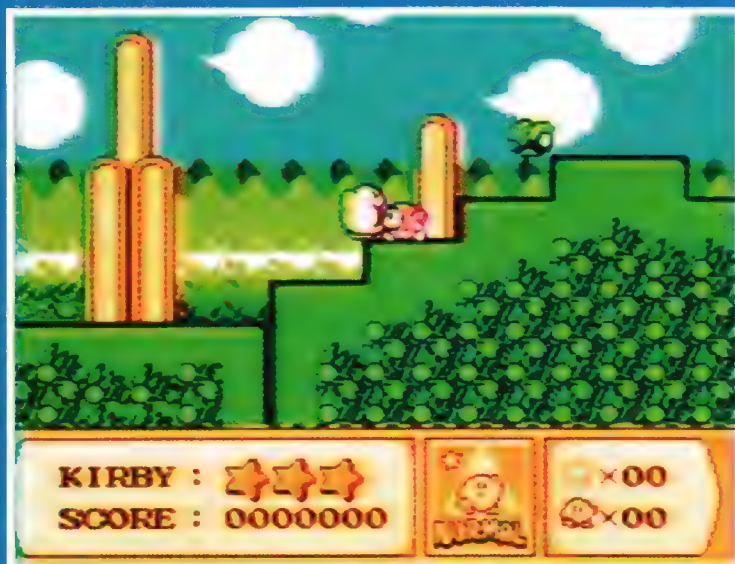
Maniac umbrellas, cute monkeys, fireballs and a giant octopus are all

Throw playing cards at the one-legged umbrella. The speed and strength of the attack depends on power-ups collected.

Previewed!



# KIRBY'S DREAMLAND



## Nintendo



**Y**ou may have heard of Kirby, he's a chubby little ghost from the Game Boy romp *Kirby's Dreamland*. The handheld game is so successful, Nintendo have decided to

produce a NES version — at last we can see what Kirby looks like in colour!

Follow the lovable apparition as he floats through a world bulging with cute graphics and funny sprites and cool animation. Levels are linked with entertaining animation sequences

showing Kirby puffing and panting as he floats, runs and flies through the adventure.

The NES game will be floating down onto a console near you very soon, the Game Boy version is available now on US import.

The chubby little ghost has three lives to get through a variety of scenarios. Gain extra lives by collecting stars. Above: Ghosts and water don't mix very well. Kirby takes a deep breath and navigates the tricky underwater level.

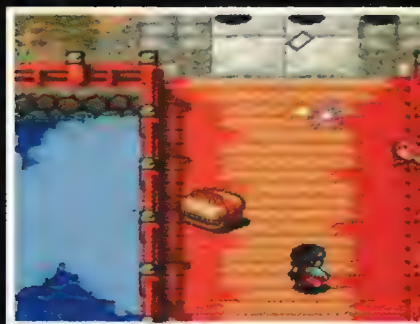
# AI NINJA

out for blood. The ninja fights them off by throwing playing cards and deflects enemy blows with what look like sleigh-bells! The racoon is armed with deadly leaves and protects himself by wagging his tail!

This hot game is going down a storm in Japan and should be available on import any time now. Watch out for a full review in next issue.



This mid-level boss chucks out mini-baddies. Quickly shoot them and when they're all dead run across the screen in the direction of the fireballs.



The straw basket tied with a red ribbon houses a power-up. Blast it open and grab the contents quickly before the fish on the bridge shoots you.



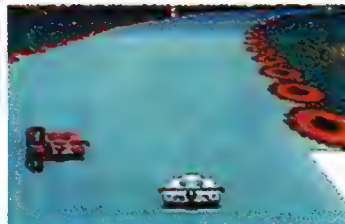
The first-level boss throws acorns, then rolls up in a ball and charges at the unsuspecting player. Run like hell!



# EXHAUST HEAT II



The green light is on, so it's time to blast off. Don't accelerate on the grid or else you wheel spin and lose power going into the first bend.



Using 3D and Mode 7 effects, *Exhaust Heat II* creates a *F-Zero*-style look. The radar (left of screen) shows the track shape and current race positions.

■ Seta



The big news for F1 fans is *Exhaust Heat II*, the sequel to last year's excellent Grand Prix-style racer, is in the works.

Incorporating the new Super FX co-processor chip, super-smooth scrolling and improved gameplay, this promises to be the best and most realistic of all F1 sims.

Take on 25 opponents per race in three classes, from Group C and F 3000, to Formula One where you're up

against the world's best, including Nigel Mansell and Ayrton Senna.

Every opposing driver and car has different skill and performance levels, so bet on intense, strategic jockeying on authentic F1 courses. There are 32 courses in all, so strap on your seatbelts — the road to F1 glory awaits!

## CHESTER CHEETAH

### TOO COOL TO FOOL

■ Konami



Wack out all you ecological Chester Chameleon's in town and take 'em out to fool! Coming to a movie near you soon is a story about a hipswised cheetah bored with his dull life in Four Corners zoo. He longs to get out of his cage and live it right or time out in the wild blue yonder.

#### Chomping cheetahs

We had a sneak peek at this colorful platformer and were very impressed with the imaginative graphics and fabulous gameplay throughout.

The rock is not chomping, complete with bellows, shades and electric guitar, certainly is one cool cat. On his way round the zoo, ol' Chester completes each stage by recovering hidden pieces of the beloved dude-movie — a motorcycle actually! I know the prospect of a large, hairy, roarin' sound on a belted-up bike is quite a wacky thought, but that's the sort of game it is.

There's plenty to do and laughs a minute — one to watch for.



His journey around the zoo takes him through man hole covers and into the city sewers — gross! Smelly stuff.



Play that funky music man! Chester takes time out from his platform adventures to strum his electric guitar. If any enemies come towards him while he is playing, they are automatically wiped out — that'll teach them to interrupt his music lesson!



The Wile screen shows Chester standing helpless, while the end dude with the grey safari suit and an enormous chin, steals Chester's motorcycle.







# JAKI CRUSH

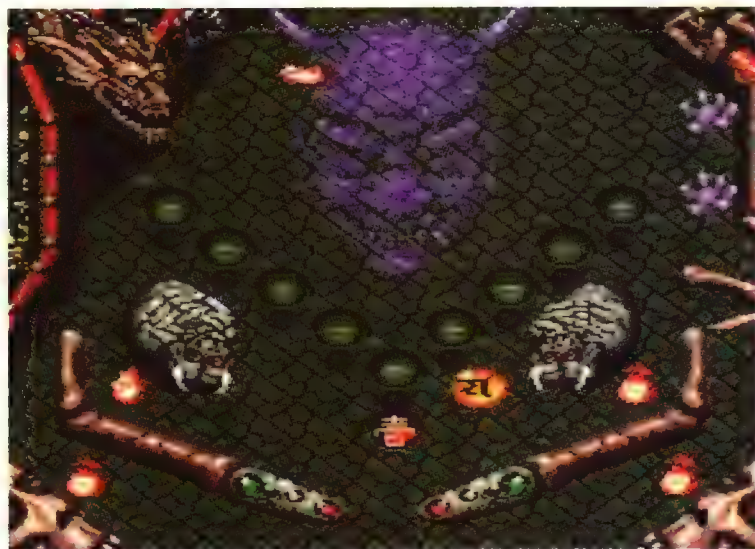
■ Naxat Soft



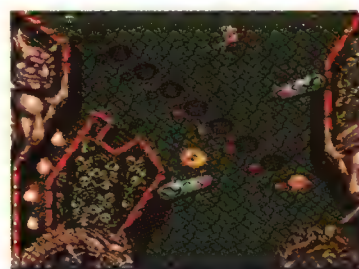
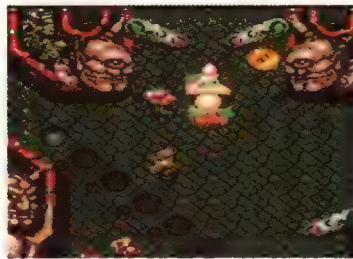
**D**oing the rounds in Japan at the moment is an exciting pinball game on the SNES by the name of *Jaki Crush*. If you're a pinball wizard who's played every silver ball in the country (not to mention seen the film, *Tommy*, a million times), this tasty arcade sim might get your flippers flapping and your multi-ball rolling! It's full of weird and wonderful creatures to blast with the extremely fast ball that never stops zooming around. Keep your eyes on N-FORCE for a review next issue!



He's a pinball wizard! Use the flippers to blast the ball up the screen. Every monster you kill earns big points. Make sure you keep an eye out for the hidden bonus rooms!



This spooky scene is the unusual setting for a pinball table. These mutated monsters are out to kill you so keep smacking the ball at them!



Keep it up man! Hit the yellow ball onto the flipper on the right side of the screen and then wack it to the top for maximum points.

# BATMAN RETURNS

■ Konami



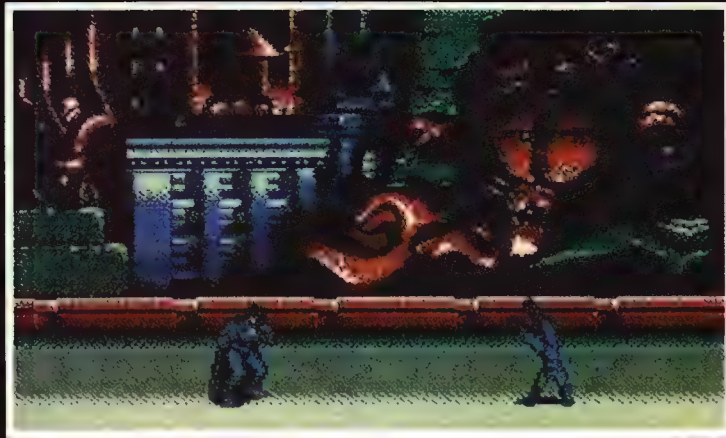
**Y**es! *Batman Returns*, one of the biggest box-office hits of last year, is coming to a console near you thanks to Konami. Both NES and SNES games follow the plot of the movie closely, and feature large animated sprites of Batman, Cat Woman, The Penguin and his many minions.

The SNES game uses various graphic modes including some smart effects — the bat signal and moody lighting help give the game a mysterious feel.

Both titles are beat-'em-up based with a few interesting twists in the gameplay to keep the action moving.

The NES version manages to recreate the sinister look of the movie with plenty of atmospheric backgrounds but the sprites are rather simplistic. The story is told using static screens with text running underneath, but what makes it for me are the brilliant full-screen shots of Michelle Pfeiffer in her rubber gear — phwoar! There are full frontals of Michael Keaton too!

At our private screening, *Batman Returns* looked excellent, watch out for a review coming soon!





# ROAD RIOT

■ THQ

**C**oming soon is a high-speed off-road SNES racer called *Road Riot*. Featuring a two-player option, a variety of racing circuits and a host of funny characters, including an odd-looking chap by the name of Elvis Vegas (a parody of the king himself — double chin and all), this promises to be a hilarious alternative to Grand Prix sims and traditional arcade-style indoor off-road racing games like *Super Off Road*.

## Holy cow

The action-packed gameplay is full of stunts and cows straying too near to the track — there are cannons fixed to the four-by-four trucks so you can blast opponents as well as the wildlife! There are several skill levels to choose from and plenty of testing tracks to... er... well, test your driving skills. So keep your ear to the ground!

## ■ Core Design

**C**huck's back! Well, almost — it's his baby son to be more precise. After the caveman hero rescued his woman in the first game, the two settled down and started a family. Unfortunately, we don't get to see Chuck's love nest or his lovely lady wife, but we do get to meet the adorable baby, Chuck junior.

## Rock 'ard!

Overcome with the new responsibilities of parenthood, daddy Chuck starts up his own car business, Fjord motors, to keep his wife and baby in piles of cash.

But as we all know, the motor business is a dodgy one at the best of times — just ask Arthur Daley! And to make matters worse Chuck winds up being kidnapped. Will he survive? Can Mrs Rock afford the ransom? Well, there's no need to fret because Baby Chuck comes to the rescue!

Armed with a mega club, baby Chuck fights his way through a multitude of great-looking platform-based levels to rescue his flabby daddy.

The picture you see are from the Amiga version, a SNES game won't be released until early 1994, but we can tantalise our taste buds with these pictures for now!

# CHUCK ROCK 2



The split screen two-player action provides for loads of laughs. The most difficult aspects of this game are trying to stay on the road, not shooting the spectators and not getting distracted by the girl with the starting gun.



Hurrah! Player One breaks the tape first and wins the coveted Road Riot trophy. Meanwhile, Player Two, on the bottom screen in the yellow car, brings up the rear. Oh well, there are plenty more tracks to choose from.



Baby Chuck is looking for his kidnapped dad. This journey takes Chuck junior through a variety of platform-based levels.





**What's going on here? NICK's gone all blue, his eyes are bulging and his ears have grown to twice their size! Either he's caught Toon**

**disease or he's got a bad case of Myxomatosis!**

**T**hose cuddly characters really know how to make a game addictive don't they? They've already put their magic touch to NES *Tiny Toon Adventures* and Game Boy *Bab's Big Break* but now it's the turn of the SNES.

From the second the title tune fires up and the familiar Warner Bros characters burst onto the screen, all game fiends will be addicted.

The characters are all baby versions of the Looney Tunes folk. Buster Bunny (the offspring of Bugs) is the hero, then there's Calamity Coyote, Dizzy Devil, Plucky Duck, my favourite Hamton and a cast of thousands — well, lots anyway!

### Power to the people!

Usual platform rules don't apply in Toon Town. Buster walks and jumps as normal but he also has a special flip jump to knock off enemies and there's a dash button allowing him to zoom up walls.

Collecting power-ups is not just an added extra — it's essential on many of the levels. Silver dodes

replenish the dash-o-meter and are vital for climbing high walls, collect 100 stars for an extra life and golden carrots replace energy.

So what is there to do in each of the six stages? They all have various levels interlinked by uncontrollable animated sequences. Buster travels through the library into a cafe, to the Wild West and onto a train. Then it's time to enter a spooky haunted house before

taking part in a game of American football going for a balloon ride and finishing up in a mock *Star Wars* — phew! That lot should keep all you platform lovers quite busy! And if that's not enough, there are a bunch of hilarious sub-games which are selected between stages by a giant spinning wheel of fortune!

### That's not all folks!

I've been waiting for this game with bated breath as Konami have a

# TINY TOON ADVENTURES

knack of producing brilliant games. Their previous hits include

*Parodius*, *The Legend of Mystical Ninja* and *Super Probotector* — what a track record!

The team of programmers behind *Tiny Toon Adventures* have filled the SNES with excellent graphics and animation using 3D scaling, rotation and bags of colour. The soundtracks accompanying the action are just as thrilling, with remixes of the *Tiny Toons* theme and fun sound effects.

*Tiny Toon Adventures* is virtually unfaultable. There is one major

problem though (and it is a MAJOR problem) — even on hard mode we completed the whole adventure in a day! This puts a real downer on an otherwise excellent game, but is a cart is worth lashing out £45 on if you can finish it so quickly? Let's hope the sequel's a bit harder!

**NICK 86%**



**The cutest and most colourful game I've ever played!**

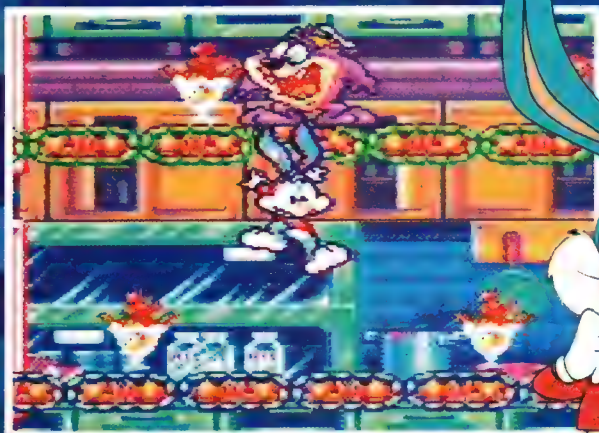
After smashing through the roof, a hidden battle takes place inside the carriage — spooky stuff!

Watch out for the nets that fly past the train. If Buster gets caught up in one, he can dash his way out.

The only way to climb the side of the carriage is to dash! Remember to stop at the top or you fall off!







Slurp! The aim of this sub-game is for Buster Bunny to knock food into Dizzy Devil's mouth.



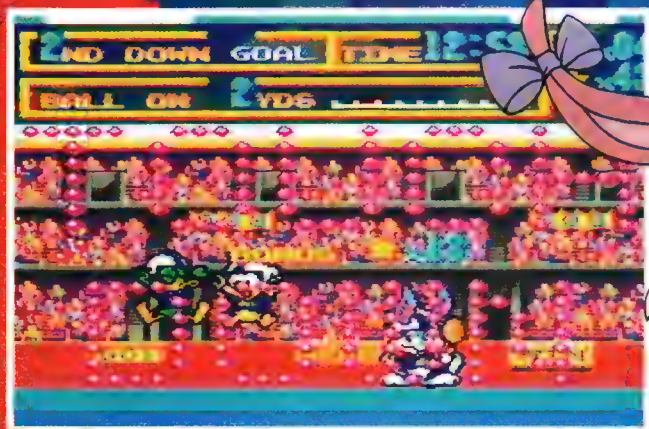
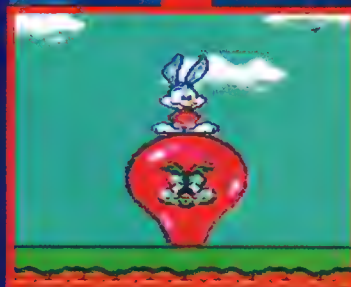
Incredible! *Tiny Toons* is without a doubt the cutest and most colourful game I've ever played! It's positively brimming with the mayhem and madcap capers we've come to expect from these lot. The controls are great with some neat moves to master — dashing is particularly tough at first! The quality of the graphics is amazing, there are loads of well-animated sequences and the sounds are brilliant — the Wild West square dance theme is hilarious! Despite all these wonderful features I've got to agree with Nick. Even on the hardest setting it's far too easy to complete. This casts a shadow on an otherwise marvellous game. Still, it has to be seen to be believed!

ROB 84%

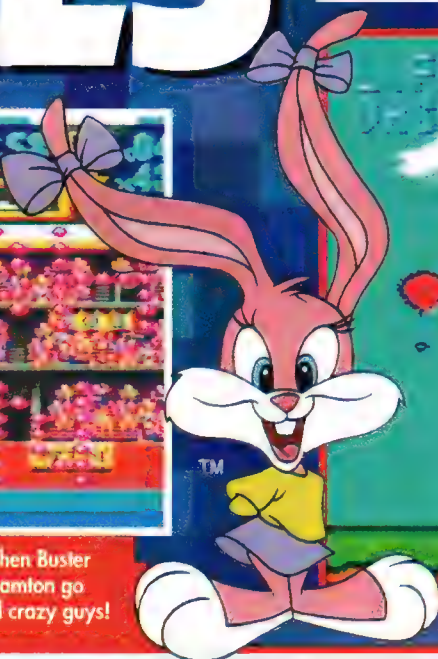
# TOON TITLES



Skippideedooda! These playground games provide hours of fun!



The tricky American football level is a great laugh. When Buster Bunny (right) scores a touchdown, Plucky Duck and Hamton go mad with excitement — but then they're just wild and crazy guys!



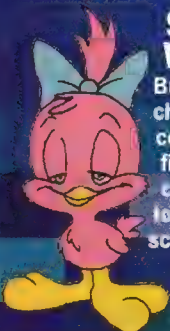
The track starts to fall away towards the end of the train. Dash and jump to survive!





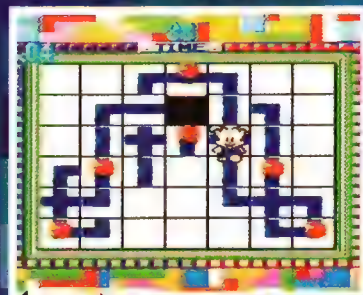
# STAY TOONED!

After each stage, Babs and Buster present a game show with a spinning wheel full of characters. By stopping the wheel you get to play the sub-game associated with that character.



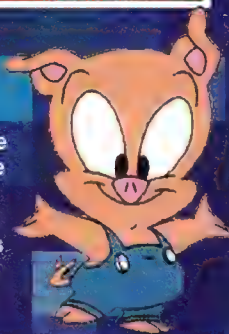
## Sweetie — Weigh in

Buster selects five characters, then the computer selects five. The two corresponding toons stand on the scales and the heaviest one wins. Each win gives an extra life.



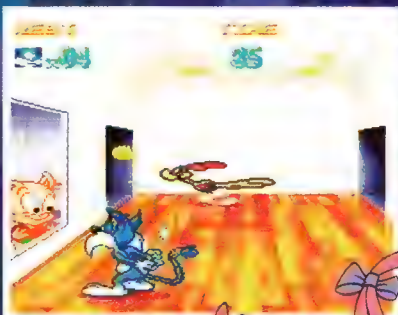
## Hamton — Sliding puzzle

Connect the blue line in the puzzle before Hamton starts his stroll. The more apples he collects the more lives are clocked up!



## Furrball — Squash

The cheeky pussy gets out his squash racquet and bounces balls off the passing toons. Each one gives a different power-up so experiment.



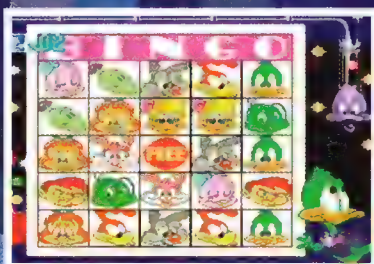
## Plucky Duck — Bingo

Select six bingo faces to create lines on the winning card. The more lines made the more 1UPs are scored. The FREE icon is automatically counted.

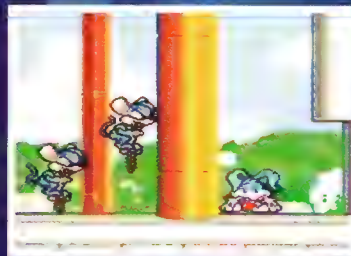


## Babs Bunny — Rescue mission

Buster's girlfriend runs around the maze helping the trapped toons — each one she rescues is worth an extra life. Careful though, if she's caught Elmyra stops her for a hug and kisses!



Thwart the plans of the evil scientist by knocking the monster's boulders back onto the machine. It cracks into tiny pieces and explodes!



Arrgh! Quick, duck! There are manic mice on pogo sticks coming. A good flip jump onto their heads stops them in their tracks.



## Producer

Presented

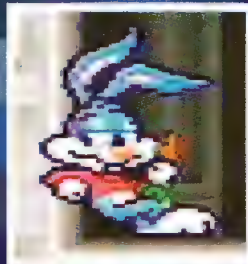
## Players

## Price

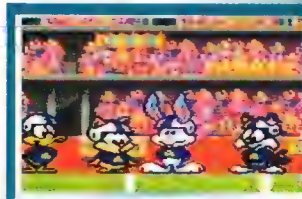
£45

## Supplier

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## FORCE FAX



When Playing American football, choose pass and run to the right until level with three lines after the X. Now run back and you should be able to catch the ball and run for a first down.

## N-RATING

### VISUALS

93

### SONICS

92

### PLAYABILITY

88

### LASTABILITY

72

## FORCE

85



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# KRAZY KONIX Competition!

Calling all NES and Game Boy owners, N-FORCE and Konix combine to bring you 200 great prizes! Yes, two compos and 200 winners! Are we mad or what?!

## KONIX KING



**H**ey all you NES owners, get your ears on guys and gals. That old joypad giving you grief? Getting a bit worn and dodgy on the controls? What you need is a Konix **Speed King** joystick. Slick to the grip and tailor made for hours of comfortable wagging and blasting. Ergonomically designed and incorporating the latest in long-lasting micro-switch technology, it's a must for

every 8-bit owner. The great news is Konix have given us 100 of them, so if you want to get to grips with this king of sticks than just complete the coupon.

### KING OF THE ROAD

Was Elvis known as?

- a. The thing ☐
- b. The ring ☐
- c. The King ☐

If Queen Elizabeth relinquishes the throne will Prince Charles be?

- a. Unemployed ☐
- b. The King ☐
- c. Just a chap with big ears ☐

Who presented *Entertainment USA*?

- a. Jonathan Ling ☐
- b. Jonathan Rignall ☐
- c. Jonathan King ☐

A lion is often referred to as the ..... of the jungle. Is the missing word?

- a. Lion ☐
- b. Bistro owner ☐
- c. King ☐

Name ..... Age .....

Address .....

.....Postcode .....

Telephone .....

Send your entries to KONIX KING THING compo, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW.

The editor's decision is final and please tick the box if you don't want mail from other companies. ☐

## GAME BOY PROTECTION

## Competition!



**L**et's hear it for the Game Boy, a great piece of kit. But have you ever dropped it on its head?

Ever got so mad at not completing a tricky level on your favourite game that you've thrown your portable pleasure provider all the way across the room and into a wall?

Game Boy damage is a common problem and until now, one with no easy solution. Unfortunately for something that costs around £70 it is susceptible to violent shock. But N-FORCE has the answer thanks to those kookie Konix chaps. They're so worried about your hand held and its safety that they've given us 100

fantastic Game Boy protectors, the GB

Holster, to dish out to you lucky lot.

The GB Holster is made of soft rubber and slips over the Game Boy, providing padding on all four corners. It has holes for the 'on' button and volume and brightness controls, and also has a belt grip on the back so it can be worn on your hip.

To win one of these handy holsters, just fill in the coupon opposite then pop it in the post to us here at N-FORCE. You never know, this might just be your lucky day!

### Bounce that Boy

Look at the questions below and , in 25 words or less, answer the questions below. The best 100 win this fantastic compo.

1. I want a protector for my boy because...

.....  
.....  
.....

2. Konix are a great company because...

.....  
.....  
.....

Name ..... Age .....

Address .....

.....Postcode .....

Telephone .....

Send 'em in to SOFT AND STRONG compo, N-FORCE, Europress Impact, Ludlow Shropshire, SY8 1JW. Don't forget that the editor's decision is final because of his enormous boots and no correspondence will be entered into because we lost him in Liverpool. If you don't want mail from other companies tick the box. ☐



# BACK ISSUES

There's more to life than this magazine...

There's also the issue before it, and the issue before that. Yep, if you're a true game fiend who knows what's what, you'll have all six N-FORCE magazines tucked away safely somewhere. Because you know damn well one day that little stash is going to be worth a lot of money and a heap of cred. But if you've missed a couple don't worry — you won't have to give up game playing, burn your copy of Street Fighter II or join the local square dancing club. Just do the smart thing and fill out the form below. It's that easy...



## N-FORCE BACK ISSUES

Looking for recent issues of the best games playing mag this side of Malta? Well, here's where you'll find them. All the top issues of N-FORCE for only £2.59 per mag. So if you've missed out we've got the clout to sort you out!

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- Issue 5 November 7194
- Issue 6 December 7194

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Welcome to the windy city, home of the world champions, the Chicago Bulls. In this shot the Indiana Pacers are driving towards the basket for a slam dunk. The Chicago defender jumps but it's too late — an easy two points for the Pacers!

# SUPER NBA BASKETBALL



**Half court, full court — all you ever hear about these days is courts. CHRIS goes out for a game with his mates and ends up getting sued, divorced and paying council tax on his basketball!**

**B**asketball has never been very popular in this country, but that's about to change. Fresh from the States comes a new National Basketball Association licensed game that's setting consoles alight from coast to coast.

What makes this so special? The options — all the NBA teams are featured with official kits, courts and individual players' statistics and attributes.

If all this sounds like double dutch, I'll explain. Rather than playing faceless nobodies, you get to control

the stars — Michael Jordan, Magic Johnson and Patrick Ewing to name just a few!

All players (and substitutes) are graded in terms of their abilities at running, jumping, shooting range, stealing, blocking, dribbling and stamina — it's as close to the real thing as you can get without twisting your ankle!

If the Chicago Bulls lack a good three-point shooter or a tall centre for rebounds, just bring in a substitute with the right abilities. It's an excellent idea allowing you to vary the

team depending on opponents and your playing/coaching style.

## Court in the act

Having decided on the line up, choose tactics. Each team's play book features four set plays. There are eight plays available, allowing you to vary the four if the defence get wise.

There are two game types — play a single match in pre-season mode, or go a full season using the battery-back up option to save your position.

Pretty impressive, eh? And I haven't even mentioned the super, smooth-scrolling 3D graphics and the dazzling close-up screens for slam dunks, three-point shots, lightning passes and injuries.

## Double dribbling

Those new to the sport may find the action hard to follow, as the rules are strictly applied by the big fat referee. Although he looks like he couldn't catch a bus without having a heart attack, let alone keep up with the action, his sampled speech is

excellent. To cater for amateur and professionals a game-speed option is included. In fast mode, the sprites zoom around at amazing speeds.

Okay, so what hasn't this got? To be honest, there isn't much missing — there's even a half-time dancing display! I found the controls tricky to get to grips with. Shooting is far too hit and miss, even from the free throw line. Three-point shots are extremely difficult — I guess that's just another realistic feature, but I'd like more variety in dunks and shots.

If you like a sports sim to be a faithful interpretation of the game, rather than an a user-friendly arcade version, you'll love this. I've been playing for two weeks, I'm totally engrossed and there's still half the regular season to go — I just can't get enough!

The two-player option makes sure this game will never gather dust in the back of the wardrobe. Definitely an essential purchase for sports freaks — others may be a little harder to convince!

**CHRIS 86%**

**As close to the real thing as you can get!**

**W**ords just can't do justice to the atmosphere this amazing game creates. You've joined us just in time for the final of the N-FORCE NBA tournament. So for the best seat in the house, sit back and check out this grudge match between Chris and Rob.



Tonight's match is between Chris as the LA Lakers (in yellow) and Rob as the Boston Celtics (in green).



The tip off! The ref blows his whistle, Chris takes advantage of the home court and gets a good leap...



Okay, Lakers' ball, let's see some action. Chris looks up and spots an open man...





Phew! Even watching the players tearing around the court makes me out of breath. *NBA Basketball* is one of the fastest sports sims ever. It can get a little confusing at times — trying to work out which player has the ball is very tricky. Each player is well animated, with many moves up his sleeve (what sleeves?! ) to put others face down on the court. The sound is disappointing — just a lot shouting and cheering, much the same as most sports games. If you like a heavy-handed, physical game but fancy a change from beat-'em-ups, this will grab you. **ROB 82%**




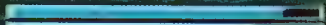

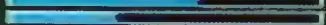



This game boasts a classy intro sequence, making full use of the SNES graphics chip. Each team dribbles across court at lightning speed.



## FORCE FAX



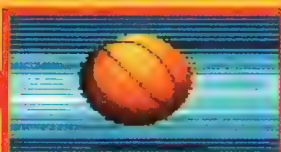
If you have tall players, shoot from your own half, before the defence has time to set up. Now grab the rebound and pop it in for an easy two points.

CHICAGO BULLS									
		23-MICHAEL JORDAN							
		HEIGHT: 6' 6"							
		WEIGHT: 190							
		POSITION: GUARD							
		CONDITION: EXCELLENT							
STATISTICS									
FG%	FT%	3PT%	STL	BLK	REB	PTS			
51.6	85.2	26.6	2.7	1.5	4.3	23.0			
ABILITIES									
RUNNING	SPEED								
JUMPING									
STEALING									
BLOCKING									
SHOOTING	RANGE								
STAMINA									

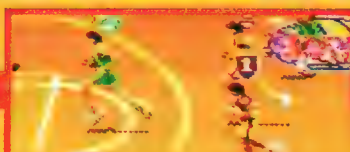
Each player in the NBA has individual playing statistics. Michael Jordan has the best shooting range in the league. Averaging 23 points a game he's an awesome player!



The all-important tip off! Each player tries to knock the ball towards their team mates to get an early advantage.



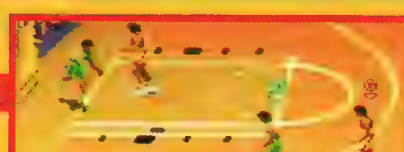
... he lets rip a pass that cuts through the air like a bullet. The crowd are off their seats.



He makes the catch and he's free from his marker. That's a bad mistake by Rob. Chris heads for the basket.



Chris takes off from twenty feet and soars towards the basket. Yeehar! Now that's what I call a slam dunk.



A demoralised Rob picks up the ball under his own basket. Come on Rob, pull yourself together!



# BASKET WEAVING

This is one of the most basic of plays but is very effective. You are the red circles. Block the green cross (defender) guarding the man with the ball, leaving you free to go to the basket.

Ideal if you have a fast and accurate shooter. Stand with the ball at the top of the key and on the command the guy sprints from the bottom right to the middle for a free shot.



If you're tightly covered, the ball carrier moves to the right. As the defender comes to cover him, your attacker makes a run underneath the basket. Find him for an easy two points.

This crafty play causes confusion. Take the ball away from the basket. As the defender comes towards you, one of your attackers blocks him leaving the ball carrier a free run at the basket.

A very simple play. If you're in tight man-to-man coverage, the outside attacker slips away from his marker and runs under the basket. Good timing and a quick pass are needed!

Or as our coach used to call it, 'around the back.' It needs a fast player to make a long run under the basket, and the ball carrier to roll out towards him. The defender has no chance!



Hand the ball off quickly and each player makes a break from his marker, dragging the defence away from their zone. One player goes across court and is wide open for a shot.

Effective if you are a fast player such as Jordan. A blocker runs round the outside, leaving the ball carrier to dribble in between the two defenders — often draws 'reaching in' fouls.



When looking for points towards the end of the game, call a time out. On the throw in, use a set move to find a free man for an easy two points.

**Producer:** Lucas  
**Players:** 1 or 2  
**Price:** £44.99



He looks up and finds an open man — surely he must score. But wait, Chris is chasing...

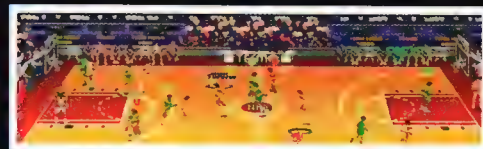


...Aarrgh! Chris gets Rob with a professional foul. What a cheat!



That's two shots for Rob and an early bath for Chris. Let's leave LA before it turns into a brawl.

**A**lthough Basketball isn't a high-profile sport in this country, in the USA it's incredibly popular. Their 'dream team', made up of the top ten professionals in the NBA, easily won the gold medal in the 1992 Olympics held in Barcelona. If you love the game but don't quite understand the rules, check out this beginners' guide to the basics of the game.



■ There are five players on each basketball team with five more substitutes on the bench. There is no restriction on the amount of substitutions that can be made during a game but the referee's permission must be given before a player can join the action.

■ The object of the game is to score more points than the opposition by shooting the ball through their basket. For each basket scored, two points are awarded. If a player shoots from behind the three-point line (in white) and scores, he gets three points.

■ Each team has five seconds to throw the ball in bounds, ten seconds to get into the opponents half and 30 seconds to shoot. Failing to do gives the ball to the opposition.

■ After a player commits five personal fouls he is sent off. He can be replaced by another player but may not enter the action for the remainder of the game.

■ Each player is only allowed to spend three seconds in 'the paint' (the red area under the basket). Any longer and the ball goes to the other side.

**N-RATING**

**VISUALS** 83

**SONICS** 81

**PLAYABILITY** 84

**LASTABILITY** 88

**FORCE** 84



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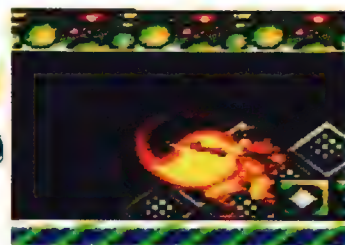
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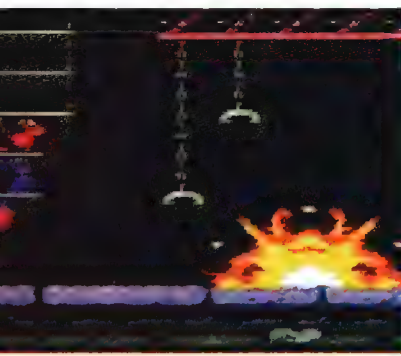
Just one of the nasty sights you can expect to encounter along the way!

# SPIDERMAN

## ARCADE'S REVENGE



**Having fed the dog, washed up and loaded his camera, ROB dons his skin-tight spider suit, straps on his web shooters and prepares to get his ass kicked — what a hero!**



The web-slinging hero can avoid danger by using his spider powers to climb up walls and other flat surfaces.

**T**his game kicks off with a great comic-strip intro revealing the abduction of Gambit by Arcade — the sort of twisted megalomaniac that mother always warned you about. There's only one option — Spidey to the rescue!

The first platform-based level sees the web slinger leaping, swinging and generally hanging out. The mission is to find parts of a key giving access to Arcade's hide-out. Dull is the word here, and to make matters worse, the parts have to be collected in a set order! However, survive this mind-numbing section and things start to hot up.

Complete with key in hand, Spidey discovers Cyclops, Storm, Wolverine and Gambit, who are a bit tied up — literally!

The end? Naw! Only the beginning. Arcade banishes his victims to different areas of his fortress and you gotta get 'em out.

Control each of the five super heroes over ten platform-based levels, including underwater, toy room, forced scrolling and underground mine stages before the final show-down.

**Potentially brilliant, let down by tricky gameplay**

What about bad points? Some of the visuals are poor and although the different characters ensure lasting appeal, this potentially brilliant title is let down by flaws in the rather tricky gameplay.

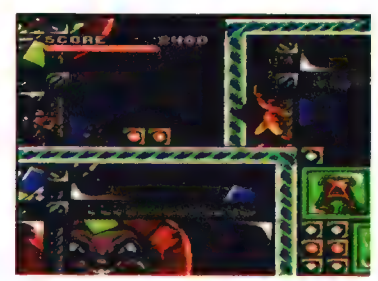
There are a few differences from the original characters — Wolverine's healing power is completely non-existent, Cyclops isn't in his latest outfit and although the comics never mentioned anything about her aquatic skills, Storm's stages are underwater!

The web slinger's levels are annoying — he can't shoot webs in mid-jump and doesn't stick to ceilings. If these problems had been ironed out, this would be superb. However, as it stands, I can't help feeling there's a bit of a gap in the gameplay department.

**ROB 71%**

### In the swing!

After the irritating first level, the action gets much more enjoyable as you take control of the X-Men. The graphics are only average but the animation's fantastic. Best of all is the excellent heavy metal soundtrack — make sure you turn the volume up full on the intro screen! There are no options but plenty of challenge, so completing the game should take many happy weeks.



 <p><b>Spidey</b> Real name: Peter Parker Occupation: Photographer Group affiliation: None Superhuman attributes: Immortal strength, the agility of a spider, spider sense and he can swing from buildings using Webs.</p>	 <p><b>Cyclops</b> Real name: Scott Summers Occupation: Adventurer Group affiliation: X-Men Superhuman attributes: Fires ruby eye beams — only controllable using a visor made from Ruby Quartz.</p>	 <p><b>Storm</b> Real name: Ororo Munro Occupation: Adventurer Group affiliation: X-Men Superhuman attributes: Control over the elements and the power of flight.</p>	 <p><b>Wolverine</b> Real name: Logan Occupation: Adventurer Group affiliation: X-Men Superhuman attributes: Possesses self-healing properties and his claws and Endo skeleton make him one hard nut to crack.</p>
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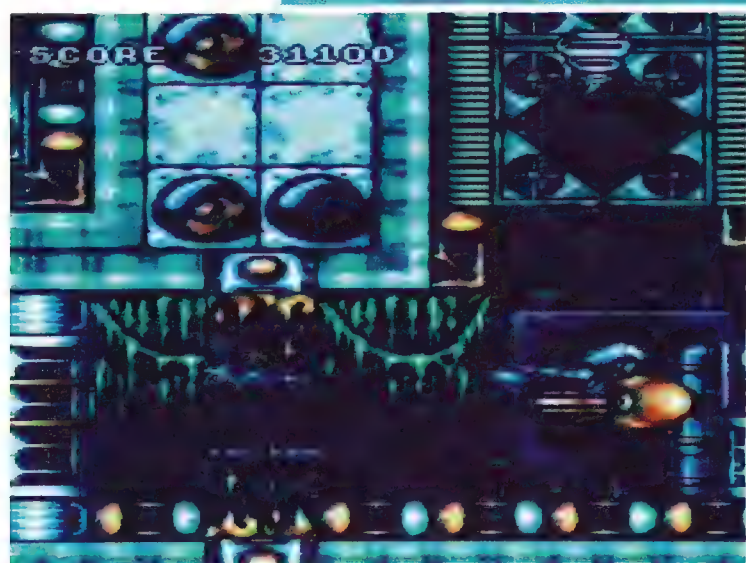


Wow! Talk about action packed. *Spiderman and the X-Men* is full of explosions, big bad guys and well... lots of action. The only trouble is, some of the levels are a bit too difficult — unless you're a super hero yourself! Music and FX are excellent and add to the atmosphere of the game, even if some of the music does sound like an early 70s cop show theme tune!

Graphics are equally brilliant with each character well animated. But there is a big problem — the gameplay is just too hard and difficult to get into. If you're a fan of the comics it's worth a look — but don't get too excited about it!

**MAX 79%**

# ND THE X-MEN



Who said being a super hero was glamorous?! You spend most of your time in dark, dingy, freezing-cold chambers like this — nasty huh!



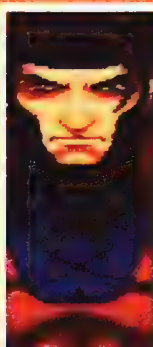
There are all kind of weirdos in Arcade's hideout. This clown is feeling the power of Wolverine's adamantium claws.



## FORCE FAX



**A**s Wolvie don't use your claws to deal with the Jack-in-the-boxes, use bare hands. You're rewarded with a big juicy heart for your troubles.



### Gambit

Real name: Remy Beaudreaux  
Occupation: Adventurer  
Group affiliation: X-Men  
Superhuman attributes: Charges objects with kinetic energy, uses playing cards for ammunition!



## N-RATING VISUALS 76

Amazing graphics and great sound effects — one great level impression!

## SONICS 89

Following level soundtrack and excellent FX throughout

## PLAYABILITY 81

Good controls — slightly weird by first-time and then genuine

## LASTABILITY 87

A reasonably good first impression — one that has improved for ages

## FORCE 75

A reasonably good first impression — one that has improved for ages





# JOE & MAC

**That's just about enough monkeying around for one day. We drag CARL out of his favourite tree and give him a large club and a banana.**

**T**he phrase 'going clubbing' takes on a whole new meaning when you slap *Joe & Mac 2* into your SNES. Prepare to enter a world where the men are monkeys, the cats have enormous teeth, and the elephants wear overcoats!

One day you and your girl are swinging around the tree tops, picking nits off each other and getting the greatest pleasure possible from a humble banana — that's right, you're monkeys!

Anyway, as you frolic in the early morning glow of the jungle sun, you're disturbed by a small meteorite landing on your head. Even more worrying, is that you're both changed into humans! And if that isn't enough, a winged evil

beastie swoops down and snaffles your babe — what a bummer of a day!

In the classic platform form mould the power-ups are vital, so collect as many as possible. The three bonus windows are activated by the blue icons and spin like a fruit machine through a number of symbols. You need three in a row for a win and you are rewarded with anything from extra lives to invincibility.

## Cheeky monkey

More than just your average left-right scroller, this has greater depth with masses of bonus levels,

## Much more challenging than the original

hidden rooms and multiple exits.

The biggest problem is, each time you're hit you change back into a monkey and lose all human powers. The only way to regain human status is to find pieces of meteorite. As there's no power meter, the number of hits you can take before dying is determined by the amount you collect — so get lots!

## Level headed

The backgrounds are nothing to write home about but the sprites are, for the most part, well drawn and animated with some nice touches by the designers. Hang around for too long in monkey mode and the character turns and waves his red buttocks at the

screen — a sort of monkey moonie!

The gameplay is challenging, in some places incredibly tricky, and there are masses of extra lives available, making up for the limitations in

the hit department. This calls for a cautious approach. Rather than blasting through levels aimlessly with loads of power-ups, it's essential to find the correct technique and path to take.

There are several sub-levels to complete before confronting the stage guardian and gaining a password. The boss scenes are fast and require increasing amount of skills, so you don't get bored with the same old backdrops and gameplay.

This is a worthy follow up to the original (check out the review in Issue Two) with a well thought out difficulty curve. I'm really enjoying it and recommend anybody to give it a go.

**CARL 83%**



## UGH! ICONS!



**One up:** collect these massive diamonds and gain an extra life into the bargain.



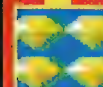
**Meteorite shell:** smash to reveal their contents which are any of the three below.



**Blue Thingy:** grab this to set the bonus windows spinning like fruit machines



**Power up:** three of these give you super power, then each extra gives you an extra life.



**Diamonds:** for every 100 you collect you get an extra life. So grab lots of them



The first-level boss is an enormous dinosaur. Defeat him by avoiding his spitting attack and rolling cavemen into him. His energy bar is at the bottom of the screen.



Take an excellent platform game, have a bit of a fiddle with the graphics and layouts, and voila— you have a brand new game in no time at all! That's exactly what Data East have done. Even the end-of-level monsters are almost identical to those in *Joe & Mac: Caveman Ninja* — that's no bad thing though. If you didn't buy the first game, get this because it has much more challenge. If you're looking for a title to last more than just a couple of days, this is one to try. It took me ages just to complete Level One — and I thought I was good!

**NICK 78%**



# MAC 2



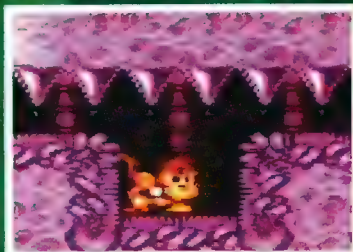
Watch out for the ghosts. Walk past the light bulbs and the ghosts disappear for a few seconds. Now run like hell!



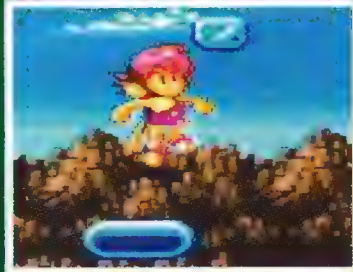
Oh no! It's the end-of-game bad guy! To beat him, stay at the bottom of the pit and dodge his fireballs. As soon as there is a chance to strike, attack.



In the final level, you walk along a small passage beating up the club-wielding cavemen who get in the way.



To dodge the falling spikes at the start of the final level, sprint across the screen and take cover in the holes in the ground.



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**N-RATING**  
**VISUALS**

80

Good graphics and animation but very average looking levels.

**SONICS**

79

Control seems fine but the timing is a little frustrating though.

**PLAYABILITY**

87

Easy to play, just controls seem a bit hard, and challenging to beat.

**LASTABILITY**

82

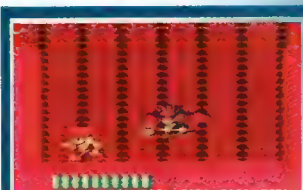
Very good. If you're into games, it's a must. And play again appeal!

**FORCE**

80

Great game! — which makes it a bit of a two-player wonder though.

## FORCE FAX



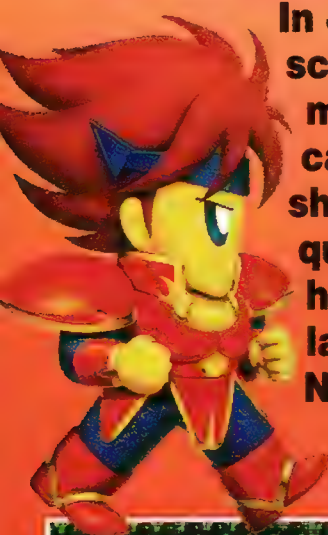
To defeat the Level One boss, stay in the opposite corner of the pit and jump to avoid his multiple attack. Avoid the heat-seeking single attacks, and reduce his energy with spinning jumps.



Wow, what a lot of diamonds! Just one of the bonus levels where you can get masses of extra lives. Just find the flying pink dinosaur!



# JAPAN'S RPG FIXATION



**In Japan kids are skipping school, children are being mugged for a console cartridge. Outside one shop, 15,000 game fiends queued overnight in the hope of a copy of the latest RPG game. NORTON KAI examines the Japanese cult of role-playing games.**

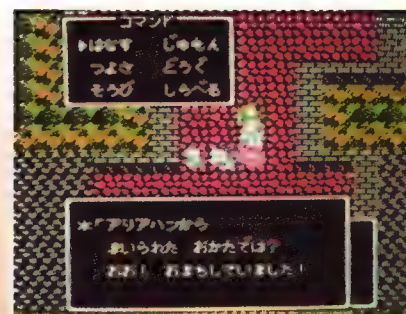


*Dragon Quest* (released for the NES in 1986) was the first manga-style interactive RPG and took the Japanese games-playing market by storm.

**O**n their release dates, *Dragon Quest V* and *Final Fantasy V* shifted 1.3 million units and 900,000 units respectively. These two games stand atop the role-playing game (RPG) genre, the most popular segment of video games in Japan.

In an RPG, the player guides his character, or party of characters, on quests to seek treasures and ultimately save the world from evil forces.

Along the way, the party battles with monsters, wizards and other minions of evil. Unlike Nintendo's *Legend of Zelda* series where the fighting is done in platform-style combat (hence *Zelda*'s classification



The text-dominated Japanese RPGs have never been popular in the USA or Europe due to translation problems.

as an 'action RPG'), both the popular *Dragon Quest* (DQ) and *Final Fantasy* (FF) series require the player to input text commands to fight with weapons, parry, retreat or use a magic spell or items.

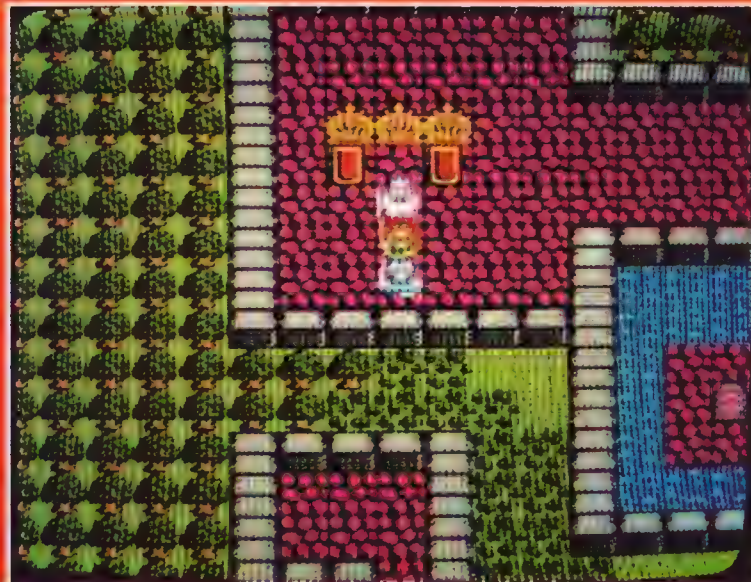
In the course of fighting, RPG characters usually gain experience points that are applied to 'level up' characters by increasing their strength, speed, magic powers and so on.

Because there are usually no limits to the levelling up of characters, even the most inept platform players are virtually guaranteed the satisfaction of seeing the game through to the end.

## Tell us a story

Most Japanese RPGs follow a tight story line allowing the player little freedom to explore dungeons, towns, castles and so on. Because of these attributes most Japanese RPGs are better thought of as 'interactive manga comics' where the player actively participates in the progression of the pre-determined story. Of course the original RPGs were nothing like this.

RPGs first appeared as board games in the late 70s/early 80s as immortalized by *Dungeons and Dragons*. In the early 80s several



The follow up to *Dragon Quest*, *Dragon Quest II*, firmly established the dominance of RPGs in Japan. It is still one of the top ten best-selling Japanese NES carts of all time.





*Dragon Quest IV* is the latest installment of the popular NES series. The Japanese government insisted that it be released on a Sunday to stop children skipping school.

American PC RPGs established the genre, leaving players to explore and develop the story as they saw fit. Although these pure RPGs found great favour among certain segments of Japanese PC gamers, casual users were turned off.

The Japanese market at large was introduced to the interactive comic style RPGs with the launch of *Dragon Quest* by Enix in May, 1986.

## All change

The DQ series completely altered the Japanese market from one emphasizing sports, action and shooters, to one revering RPGs. To date, over ten million Famicom (NES) DQ 1-4 carts have been sold, earning each one a place in the all-time top ten sellers. The release of every new DQ title is anxiously awaited — for the launch of DQV, a line-up of 15,000 people was counted at a major electronics chain. DQ is also the only software in Japan to create its own news.

Every time a new title is released school absenteeism rises and a spate of muggings of young children for their newly purchased games occurs. These outbreaks eventually prompted the Government to decree the launch of DQ titles to take place only on Sundays or national holidays. Because such events

are heavily exposed by mass media, DQ is virtually a household name in Japan.

The popularity of the DQ series has helped Nintendo no end. Each release has pumped up console sales. Sega and NEC, caught without powerful RPGs for their own brands, have accordingly suffered humiliating defeats in the Japanese market.

Despite this, the RPG genre hasn't caught on in the US or Europe. Representative titles have been translated into English, including the stunningly well-scripted SNES *Final Fantasy II*, but have been received poorly. So will the RPG eventually cross the cultural barrier, or are Europeans too set in their ways to put down the latest *Street Fighter* or *Mario* adventure and try something new.



In *Dragon Quest IV* and *V* our heroes can visit casinos and blow their hard-earned dosh on one-armed bandits and slime races.

# WHAT THE EXPERTS SAY...



## Youji Kawaguchi

Editor in Chief, 'The Super Famicom' Magazine

I think the popularity of RPGs in Japan comes from their high readership. RPGs let the typically introspective Japanese become emotionally immersed in their stories.



## Shigeki Maruyama

Manager, Dragon Quest Group, Enix Corporation

We believe the key to DQ's success was our enlistment of Akira Toriyama, who was and is Japan's most popular manga comic artist as our character designer. We think people enjoyed becoming active participants in the fantastic manga world of *Dragon Quest*.



Enix's new *Soul Blazer* is an action RPG similar to Nintendo's *The Legend of Zelda*. These new releases use less text and are much more popular in this country.







**My, my, what a large metal suit CARL's got. I bet that's useful for getting to the front of a queue. Yep, but you should see his dry cleaning bills and the size of his wardrobe!**

**W**ell, it had to happen eventually. Finally, the Earth's supply of oil has run out. There's just enough left to power the armed forces of the great western nation. That's about right, sod the health and rescue services, let's keep the tanks

## FORCE FAX



**O**n certain levels, evil dudes on foot shoot puny hand weapons at you. Use the shield as they drain your energy.

running!

However, the bad guys with no gas want their share and that's where you come in. As a member of the Cybernators, you spend your day in a motorised baked bean tin shooting poor souls who don't have a hope of defending themselves against your overwhelming firepower.

## Rock solid

This has to be one of the best shoot-'em-ups on the SNES I've ever seen. The idea is nothing new, the aim is to fly around the screen blasting everything in sight and picking up power-ups to improve your weapons, but it's so playable. *Contra III* is still the top two-player game, but this takes the trophy for solo play.

## One of the best shoot-'em-ups on the SNES

The graphics are wonderful with fantastic detail throughout. It's the little touches, like the spent cartridge cases spewing from the gun when firing and being able to tear chunks out of the scenery with stray cannon fire, that make this so impressive.

The controls are crisp and responsive and the thumpin' futuristic soundtrack gives the action a great atmosphere. You really feel like you're controlling a couple of tons of armoured steel in a zero-gravity environment — it's that good!

The animation's marvellous. All the robots and droids are in 3D and the explosions are big enough to have you running for cover

behind the sofa. There are plenty of power-ups and damage from enemy fire is minimal but beware, this is no cake walk. You only get one life and three continues to do the business over the seven levels and the action is the fastest around — with so much lead in the air it's like being in London during the rush hour! Just to put a downer on things I'll mention the lack of levels and multi-player option. With gameplay like this though, who needs friends anyway!

**CARL 85%**



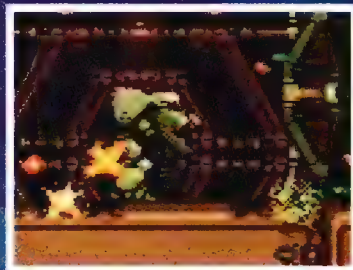
Fly through the early stages of the second level by pressing [B] which activates the rocket pack.



The ceiling-mounted security system fires heat-seeking canons. Before jumping onto the platform above, destroy the cannons by firing diagonally upwards.

# CYBERNATORS





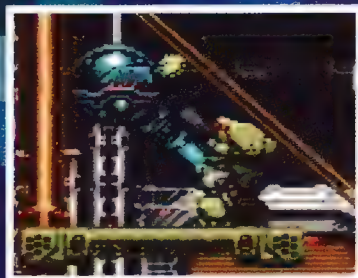
On the second level the action gets much trickier. To avoid multiple blasts and conserve energy, use the shield by pressing [R]. Make sure you're armed correctly by using the weapon select, [X].



Flying through space is extremely difficult, especially when there are heat-seeking missiles on your tail. Use the rocket pack to dodge the enemy fire and space debris.

Despite being blasted to pieces, the Cybermator still comes out of this war zone with guns blazing. The energy remaining is displayed on the bar at the top left of the screen.

Total chaos breaks out on the first level as the Cybermator blasts the barrage of oncoming enemies. A handy trick is to rebound gunfire off the ceiling.



This metal-cased droid guards the Level One boss. As he drops from the ceiling, jump up the platforms and blow him to pieces. After he explodes, grab the power-up he leaves behind.



Talk about action overload! If ever there was a game to test the SNES sprite-handling capabilities, this is it. Bomb blasts, laser fire, squillions of power-ups and enemies exploding all over the screen, it's amazing the SNES can handle it all — but it does. There's so much going on it's hard to keep up with the pace never mind stay alive.

With tons of excellently-animated robotic enemies waiting to blow you to smithereens, this futuristic blast-'em-up requires strategy as well as a trigger-happy finger. This is easier said than done though, as you only get one chance to complete the mission — but with only seven levels, this aids lastability. Stunning soundtrack, incredible effects, out of this world graphics and gameplay to rival the coin-ops, it's all here. If this is the future of video games, I love it! I'm off for another go!

CHRIS 88%

#### Producer

Rockwell

#### Players

1

#### Price

£45 approx



## N-RATING



### VISUALS

91

Some of the brightest and fastest screen. Great picture quality.

### SONICS

84

Each battle features a separate feature as he prepared to take a while to master the controls.

### PLAYABILITY

83

Enough and interesting — only one life but plenty of power-ups and three continues.

### LASTABILITY

86

A great last time experience, with a strong motivation helps bring the game together to a high level.

## FORCE

87

An excellent game with all the makings of a classic.

# TOR





Level One is a journey over the sea. Watch out for bubble machines, speedy helicopters and the huge end-of-level boss, a giant submarine. All are out to blast you!

back in his days with *The Jungle Book*, and the stress shows on his face! The game sprites are tiny with bullets and power-ups flying all over the screen. Backgrounds are nicely coloured and detailed though, with some excellent water effects.

The familiar *Talespin* music blares away on the title screen keeping fans of the cartoon happy — it drove everyone in the N-FORCE tea party absolutely mad!

### A tale to tell

At the end of the day, *Talespin* is another shoot-'em-up, thinly disguised as a cartoon licence. There's a lot

more to the cartoon series than flying through the skies shooting down planes, it's a pity the programmers didn't make use of this! I love the cartoon show but this game doesn't

do it proud.

If you fancy a shoot-'em-up with some nicely-drawn cartoon graphics, spin your tail with this. However, I think most *Talespin* fans will be disappointed.

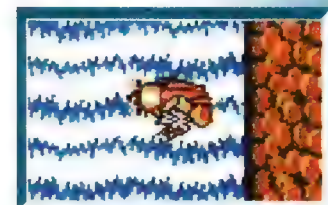
**NICK 71%**



Level Two takes you to a baseball stadium. You can't watch the game though, there's work to be done!



### FORCE FAX



If you miss an important power-up, flip upside down and go back for another go!

**'Oo-oo-oo, I wanna be like you-oo-oo...' Hold on a minute, that's the bear out of *The Jungle Book* isn't it? What the flippin' heck's going on here**

**then? NICK gets down to the bare necessities!**

Remember that great Disney film, *The Jungle Book*, with that unforgettable character Baloo Bear. Well, Disney have updated the film characters and they've now got their own cartoon series called *Talespin* and an NES game of the same name.

Baloo is now an airline pilot flying cargo around the Cape in his Sea Duck aeroplane. Back at base he leaves Wildcat, his wacky mechanic friend, Kit Cloudkicker and Molly — all characters from the popular cartoon series.

### Duck A l'orange!

No cartoon is complete without a baddy and in this adventures he's Don Carnage — a nasty piece of work, out to steal Baloo's cargo and crash his plane.

In all eight stages, Baloo flies the Mini Sea-Duck plane. The missions

take him through baseball stadiums, stormy skies, haunted houses and over the snowy Alps, collecting cargo for delivery. Don Carnage's henchmen come from all directions, firing and causing a right nuisance of themselves. Get through that lot and there's the traditional big boss to sort out.

How can Baloo cope with this barrage of bullies? Well, he's got a cannon attached to his plane, which fires one ball at a time, plus the Mini Sea-Duck flips upside down to quickly move in the opposite direction. Money collected along the way can be spent in Wildcat's hanger on engine parts and extra lives.

Baloo never had this much hassle

**The graphics are just brimming with colour**

# TALESPI





# HANGAR POWER!

Visiting Wildcat's hangar gives you the opportunity to collect any of these items — that's if you've been collecting money along the way!

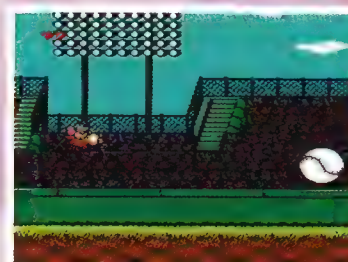
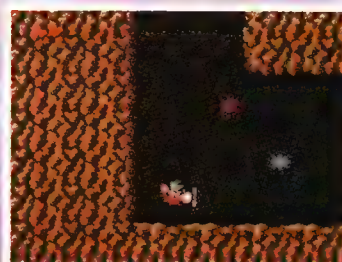
					
<b>Mini Sea-Duck:</b> gives you a much needed extra life — phew!	<b>Armour:</b> adds an extra heart to the strength of the Mini Sea-Duck.	<b>Continue:</b> adds one extra continue to the pile — no need to start again!	<b>Rapid Shot:</b> shoots the cannon faster, increasing fire power.	<b>Super Rapid Shot:</b> fires up to four high-speed shots at a time.	<b>Engine Power:</b> increases speed — vital for dodging enemy fire.



# N



Tally ho! Dive, dive, dive! *Talespin* is a great shoot-'em-up with plenty of bubbly action sequences. Although controlling the blessed aircraft is rather silly (you have to turn upside down to shoot behind), apart from that *Talespin* is great. I admit it's nothing new but I love this type of game to bits! The graphics aren't that different to the original cartoons and are just brimming with colour. If you get off on cartoon licence games, check out this baby. **ROB 75%**



The hearts in the upper left of the screen (see left) show how strong the Mini Sea-Duck is. Each time the plane gets hit, a heart disappears. When they are all gone, Baloo has to parachute to safety. Pick up cargo boxes for a bonus. Level One (below left) takes place over the sea. Defeat the sub to go to the next round.

**Producer**  
 Capcom  
**Players**  
 1  
**Price**  
 £44.99  
**Supplier**  
 Virgin Games Centre  
 Tel: 021 236 2523

## N-RATING VISUALS

70

Good presentation graphics but no sound effects (or a bit weak)

## SONICS

68

Impassable! This title suffers from pretty poor sound effects

## PLAYABILITY

73

Good quality sound effects (albeit a bit weak)

## LASTABILITY

75

There's lots of enemies with many different attack patterns

## FORCE

73

A decent shoot-'em-up but a little bit of the virtual horror





# HUMAN



he first object you discover is the spear. To bridge large gaps, select the pole-vault option (highlighted above), use the power meter and press [A] to jump.



Here we see teamwork at its finest. The best way to get a man to the top of the platform is to form a human chain and lift him up on the other guy's shoulders.



The second object to discover is the torch. The left icon (highlighted) is for picking up and dropping the torch and the icon on the right brandishes it. The brandish command is very useful for keeping woolly mammoths at bay!



are much smaller during the game to accommodate the scope of each level and the number of sprites on screen. Gameplay is similar in style

to *Lemmings*, with a menu of actions to choose from. The comparison to *Lemmings* ends there though, if anything *Humans* is better! I had a hard time tearing myself

away once I got into the action and some of the scenarios had me howling with laughter.

This is definitely one of the best titles on the Game Boy for some time. If you're a puzzle fan, this is made for you. Even if you're not this might convert you. **CARL 84%**

**One of the best Game Boy titles for some time**

resources available.

As a tribal chief, use the tribesmen and their particular abilities to solve puzzles. There's a time limit and to add extra pressure each mistake kills men, leaving less available for the next puzzle. The further you get, the more men are required to solve the puzzles, and the easier it is to make mistakes.

Standard tasks the tribe are set include finding a spear, rescuing a torch and reclaiming a stolen idol — no, it's not Billy! They also bump into a huge dinosaur and have a scrap with a rival tribe.

The intro graphics are excellent but

**What's enormous, green and has teeth the size of a New York apartment block? That dirty great dinosaur chasing CARL, that's what! Run away quick before he has an early lunch!**

**L**ong ago when the Earth was still a teenager and Kylie Minogue wore an itsy-bitsy teeny-weeny beaver-skin bikini, they appeared. In the days when 'Ugg' could mean anything from 'Yes' to 'Excuse me, could you tell me the way to the French Polisher because I have a particularly difficult wombat stain on my piano', they wandered through pre-history with the same effect as a blind institute on a ramble in a nettle patch. What on Earth am I on about? That wacky species, the Humans of course!

## **Trials and tribe-ulations**

This is a cooperation game where the aim is to solve problems with team work and clever use of the



# VS

## HUMAN NATURE...

Essentially, *Humans* is a game that requires plenty of thinking and planning if you're going to live long enough to enjoy your next dino burger. The object is to progress through various stages of increasing difficulty, overcoming obstacles, picking up useful items and tackling various enemies.

You, as head honcho of your very own tribe, must guide them through evolution without killing them all. Start by collecting the spear, very useful against overly-friendly dinosaurs or for use as a pole vault. Other items to find later in the game include a torch for brandishing at nasties, ropes for lowering or raising your tribesmen, a wheel for quick transport and even a witch doctor who apparently has ancient and forbidden knowledge (oo-er!)

Heading off, you place tribesmen against ledges and climb on their shoulders, vault across crevasses and spear nasties. If you find the object at the end of the level with enough men intact you go to the next level.

It's a game which can be compared to *Lemmings* in many ways, but has plenty of humour and is less hectic. The main difference is that in *Lemmings* you have to avert catastrophe and save them from themselves, whereas in *Humans* you have to guide the tribe through the pitfalls of life.



NOBODY STEALS OUR IDOL!!!

This rival tribe of Elvis lookalikes (above) get very angry if you try to steal their idol. A good dose of Mr Spear sees them off.

A baby member of the tribe is called a triblet (right) — they scream a lot!



The latest puzzle craze sweeping the country is *Humans*, a breed of tiny folk with the brains of a bag of frozen peas! With the help of brain-boxed players, their task is to find spears, torches, washing machines, and all those other everyday items we just can't do without. The game is played in the same style to *Lemmings* and features some great, though small, graphics. As with the little green folk, this is highly frustrating. Just as I was almost finished, a spear was 'accidentally' thrown down a hole and stabbed one of my tribe through the heart — aargh! Despite this, it's still great fun and I loved every second. Mark my words, *Humans* is going to be a MASSIVE game, so keep your eyes out for a console version. I have no hesitation in recommending this to anyone.

NICK 88%

■ Producer

Game-Tek

■ Players

1

■ Price

£24.99 Approx

■ Supplier

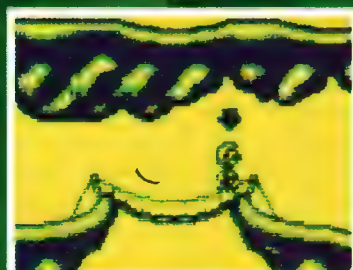
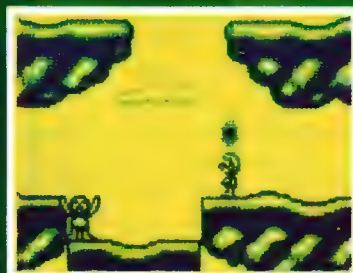
Zontec

Tel: 081 471 4810

## FORCE FAX



The intro tells you the number of men you need to complete a level. If you haven't got enough you may as well kiss your tribe good-bye.



## N-RATING

### VISUALS

78

Good quality graphics and options that do the job admirably

### SONICS

68

Disappointing! Better sound is desirable and the game sounds are very annoying

### PLAYABILITY

89

Excellent! Responsive controls and smooth gameplay make this a pleasure

### LASTABILITY

86

Hard not to play and those difficulty settings make this a testing challenge

## FORCE

86

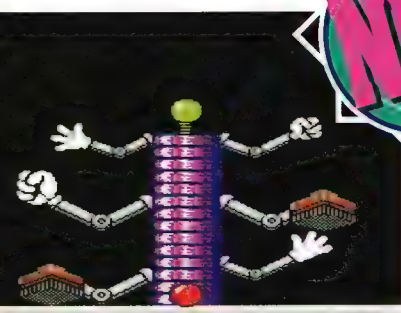
A great title well implemented, funny and addictive.





# CHIP 'N

## RESCUE RANGERS



The Level One boss is easy. Press [B] to pick up the red ball and then [B] again to throw it at the mechanical monster. After a couple of hits he blows up.



**ROB's a cheeky little chipmunk. He always fancied himself as a Chippendale but his buck teeth and silly hat kept ruining the photos.**

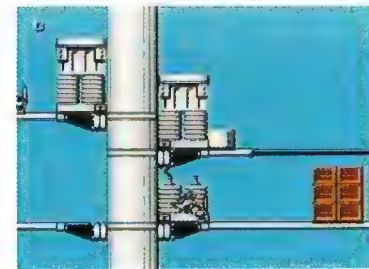
Suppose in some countries two chipmunks tearing around pinching prize-winning tomatoes and irritating poor guard dogs are considered vermin. But in the States they're cult heroes

In this adventure, Chip and Dale, alias the Rescue Rangers, are called to help their neighbour, Mandy. Her kitten has been cat-napped and she's understandably very upset. Mandy suspects an evil band of mechanical bulldogs and robotic rats, working for that feline rascal Fat Cat, have snatched the poor little fella and so asks the chipmunks to come to the rescue.

So Chip and Dale set off across treacherous terrain, battling with all kinds of bad lads and lasses. But our two heroes aren't alone on the quest, their pals Gadget, Monterey Jack and Zipper kindly offer to come along for the ride.

### Boxing clever

In one-player mode there's the choice of either Chip or Dale, and in the two-player game both characters



Use the crates to hide in or throw them towards enemies. Some of the bigger bad guys need more than one hit to kill them, so stay alert.

work together. Along the way there are plenty of useful boxes — pick them up to find goodies, or hide inside. Any baddies walking into a box die immediately — ha! There are also plenty of mutated tomatoes to throw around the place. Each direct hit knocks the living daylights out of the bad guys, so chuck as many as possible.

However, underneath all the dressing, *Chip 'n Dale* is nothing new. It's just an average platformer,

easily completed after a few hours. The graphics are very disappointing. With a cartoon licence there is plenty of scope for bright and colourful backgrounds but

sadly, many of the levels are dull and lifeless. The simple control system is faultless but there are a lot more exciting platform games on the market. My advice is look elsewhere for your fun. **ROB 64%**

**Not enough variation to keep you hooked**

### FORCE FAX



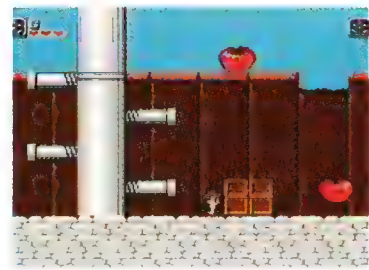
**P**ull the crates over your head to hide from the metal monsters. Most nasties attempting to invade your hiding place come to a sticky end.



Collect as many flower icons (top right) as possible. For every 50 flowers you collect, an extra life is awarded.



Uh oh! This looks like trouble for the poor chipmunk. He's under siege from mechanical bulldogs, robotic rats and Buzzer. Quick, hide in the crate!

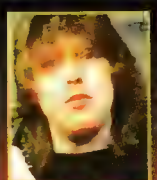


Each player starts with three hearts. Each hit loses a heart, but makes the player temporarily invincible. Take advantage of this to get out of a tough situation.





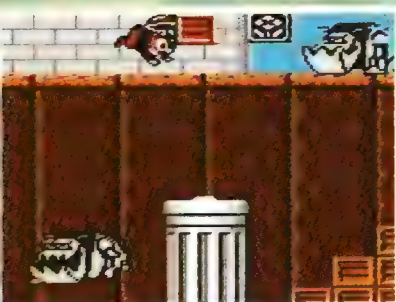
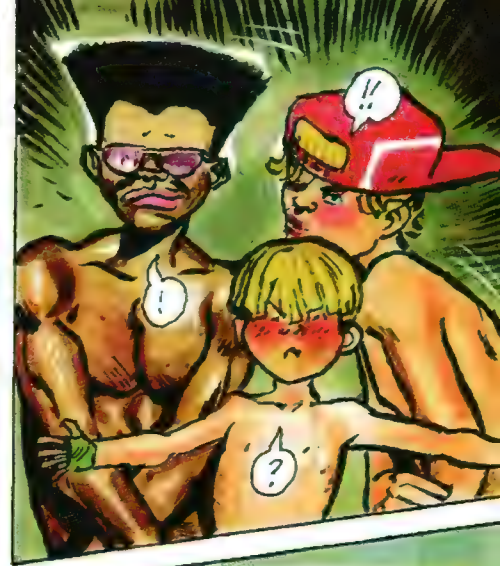
# DALE



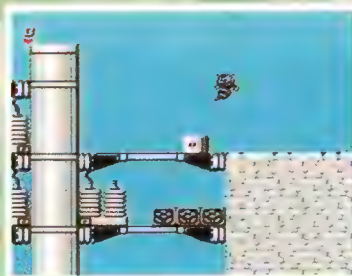
I'm afraid I agree with Rob fully here. This is a case of 'look out Fat Cat, cos Chip 'n Dale are on your case!' Capcom and Disney rarely make a bad game (*Mickey Mouse*, *Little Mermaid* and *Tail Spin* are just a few of their past successes) but unfortunately *Rescue Rangers* doesn't quite measure up to their usual standards.

Gameplay's nothing new, but what's wrong with that? Look at *Rambo*, *Die Hard* and *Mario*. There's no denying that with good presentation, a tested formula works. Unfortunately, that's where this offering falls down. Bad collision detection make what should have been a visual feast a bit of an eyesore.

CARL 71%



The mechanical bulldogs are vicious, but very dumb, animals. To take cover in a crate press [B] to pick up the box and then [DOWN] to hide inside it.



The busy bee at the top right of the picture is Buzzer. Beware of the sting in this bad bee's tail. Get too close and his ariel attack kills you.



Not only are crates useful for hiding in, but they can also be thrown at oncoming enemies. The best method is to hold onto a crate at all times, so if ever there's a tricky situation, you can fight your way out.



**Producer**  
 Capcom  
**Players**  
 1 or 2  
**Price**  
 £44.99  
**Supplier**  
 Virgin Games Centre  
 Tel: 021 236 2523

**N-RATING**

**VISUALS** 62

**SONICS** 67

**PLAYABILITY** 66

**LASTABILITY** 69

**FORCE** 66



## Kit me out man!

### KIT ME OUT MAN!

N-FORCE is a magazine for:

- a. Nature lovers ☐
- b. Noodle manufacturers ☐
- c. Nintendo game fiends ☐

How many games are reviewed in this issue of the magazine?

- a. 1,7 ☐
- b. 27 ☐
- c. More than I can count ☐

What is the name of the girl in the N-FORCE kids?

- a. Mary Lou ☐
- b. Curly Sue ☐
- c. Vanessa Paradis ☐

Name ..... Age .....

Address .....

Post code .....

Phone .....

Send your entries to I WANT SOME FORCE COMPO, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW.

And by the way, the editor's decision is final because he buys Jelly Tots and no correspondence will be entered into because he's gone walkabout. Please tick this little square box if you don't want mail from any nice companies. ☐

**H**ey! So you want to be a real N-FORCEr but don't know how to go about it?

Here's your chance to win one of ten exclusive:

N-FORCE packs including signed copies of the magazine, a great book collection and the hot N-FORCE/*Street Fighter II* poster autographed by the team. There's been heaps of requests at the N-FORCE aquarium for our ultra-large and trendy T-shirts and the *Street Fighter II* novel given away with Issue Four. So, after twisting Doug's arm behind his back and holding him face down in a bowl of Irish stew, he's consented to give away ten packs consisting of:

- A signed copy of the magazine
- An autographed poster of the team
- The big and beautiful N-FORCE T-shirt
- Two Bart badges
- The N-FORCE book collection
- An N-FORCE binder

All you have to do is send in the form below, sit back, and hope for the best...



## Christmas party

**What a party! Just wish I hadn't drunk so much cola and done that trick with the Twiglets...**

**T**here were crackers, party hats, fizzy drinks and pudding galore. The occasion — the first ever mega-huge N-FORCE Christmas party. Two lucky N-FORCE readers were picked up in Doug's Porsche and driven at high speed to our headquarters in Shropshire to eat, drink and play *Street Fighter II* all day.

Chris Rymer and best mate Andrew MacPheason were treated to a full slap-out pig-out and hours of all the latest Nintendo games, including *Super Star Wars*, *Mickey's Magical Quest* and *Super Mario Kart*.

And of course, when it was time to go home we loaded them up with heaps of T-shirts, magazines, books and posters. Some N-FORCE readers have all the fun...





**NiFORCE**  
100% FOR YOUR NINTENDO!

**100s OF HOT CHEATS!**

# Ace's High!

## OUT OF THIS WORLD

### SNES

Bart's Nightmare, Fatal Fury, Kablooney, Krusty's Super Funhouse, Mickey's Magical Quest, On the Ball, Out Of This World, Rival Turf, Road Runner's Death Valley Rally, Smart Ball, Soul Blazer, Street Fighter II, Super Double Dragon, Super Ghouls 'n' Ghosts, Super Mario Kart, Super Off Road, UN Squadron

### GB

Bart Vs the Juggernauts, The Fortress Of Fear

### NES

Abadox, Adventure Island 2, Captain Planet, Double Dragon 3, Dragon's Lair, Dynowars, Kickie Cubicle, Star Wars, Terminator 2

OUT OF THIS WORLD



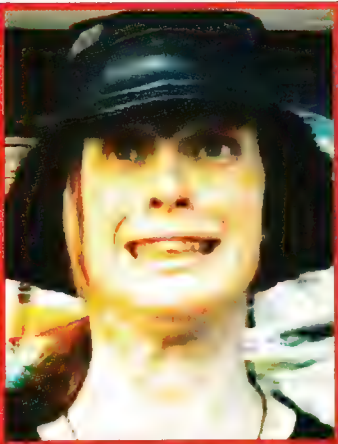
DRAGON'S LAIR



MICKEY'S MAGICAL QUEST







**Well, how things change. Two months ago I was just a humble floor-sweeper's assistant in the basement of the N-FORCE building, praying for the day I'd be in charge of the tips section. That nice**

**Mr Chris Rice fixed it for me and here I am with my very own tips thang. There are tons of tips for everyone so let's cut the small talk and get on with it!**

## Street Fighter II

**SNES** Yet another clever but pointless tip for this brilliant beat-'em-up. This cheat enables you to play against the same coloured computer opponent e.g. Green Guile Vs. Green Guile in a one-player game. The only problem is you need about half an hour to get it to work.

Start a one-player game and choose any character. Once you're into the game, let your player lose for two rounds. When asked to continue press [START] on the first control pad and you go back to the character selection screen.

Now this is the important bit so listen very carefully. Choose the player that you would like to be and fight against; (Blue Chun-Li vs Blue Chun-Li etc). You return to the the stage you were at before. Let your player lose both rounds (don't fight at all), press [START] to continue and you return to the player selection screen again.

Choose a different character, then as you fly to a stage press [START] on joy pad two — it's important not to pick the player you want doubled.

Use Player One to defeat Player Two for two rounds, then Player Two is asked to continue. Wait for the computer to pick a stage then join in by pressing start on joy pad two — choose the player that corresponds with the stage, this way you keep advancing (be careful you don't pick the player you want to double up).

When you arrive at your doubled player's stage, leave Player One and Two motionless for four rounds until the time runs. Player One is asked to continue. Press [START] on controller one, pick the player you wanted to be cloned in the beginning, press [START] and hey ho your alter ego is facing you, ready to kick you into next week! Told you it wasn't easy...



## The Fortress Of Fear



Here are some handy tips sent in by **Gordon Fortune** from **County Kildare, Ireland**. To locate the bonus room at the start of Level 1-2, find the moving platform and jump on. When you're at the top jump to the left, over the wall and you're now in the first secret room.

Collect all the icons and then go to the top left of the screen. Jump over the wall and you're now in the second secret room. To exit grab the icons and go back the way you came.

## Bart Vs the Juggernauts



On this little Game Boy smash, when you're on the Hop, Skip and Fry level, press [A] and [UP] to do a double jump. On the skateboard bash and crash event, when you get to the end of the ramp and are in mid-air, keep pressing [A] and [UP] and you go over the guy on the pole and land on a skateboard giving you points or dosh galore. Thanks to Bart expert **Thomas Wadsworth** of **Sheffield** for these handy hints.

## Kickle Cubicle



To enter a special round, hold [DOWN] as you turn on your console. The screen turns pale blue, now press [SELECT]. If you're still having problems, try this selection of level codes:

Level 10 ITXG BLCE  
Level 15 LGDA DBBQ  
Level 20 NIEHVLBK  
Level 25 RX5H KKC8  
Level 30 TJBV EGCE

## Dynowars



Get yer peepers round these level codes for this all-action adventure.

Level 1 8547  
Level 2 5431  
Level 3 9892  
Level 4 6315  
Level 5 7452  
Level 6 1697  
Level 7 6425

## Captain Planet



If you're having a hard time reaching the last levels in this galactic teaser try these codes:

Level 4-1 920272  
Level 4-2 799274  
Level 5-1 344551  
Level 5-2 829443  
Game end 506210

## On the Ball



Once you enter these passwords, you can begin on any of the fields.

Field 2 MHWYR  
Field 3 HCCWD  
Field 4 WRJMH

## Abadox



Here's a tip for invincibility on this little corker. Press [A], [A], [UP], [B], [B], [DOWN], [A], [B], and [START] and voila — you'll live forever.

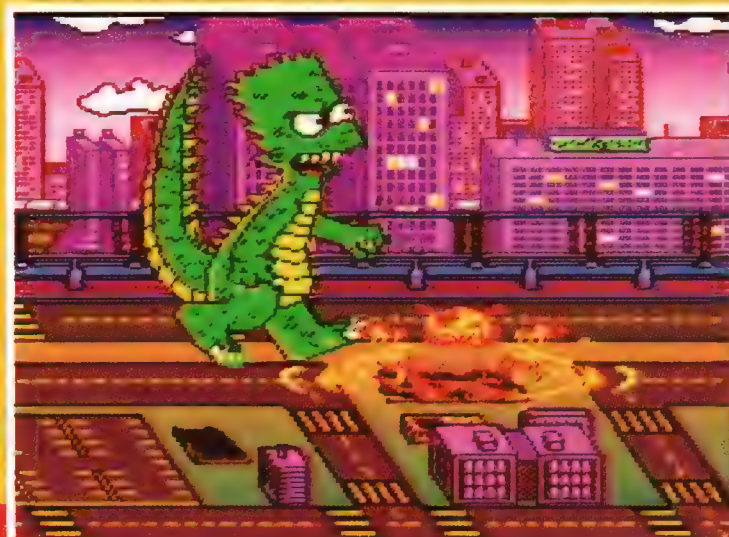
## Bart's Nightmare



This is the type of game that has you waking up in the middle of the night in a cold sweat. If you're having a nightmare of a time in Bart's

latest adventure, try this tip sent in by **Sam Joyce** of **Chorleywood** to help find the pieces of paper in the Windy World level.

First, collect some cans, when you get caught by the bullies press [X] to do a burp, everything is destroyed and







## Super Off Road

In the normal one-player mode you can only continue twice, then you have to start again with no money and add-ons. To get round this, play a one-player game on the two-player setting and leave the other truck at the starting line. You'll never come last and have infinite continues.

## Super Ghouls 'n' Ghosts

This new release is storming up the charts and here's a handy tip for all you knights in shining armour. To get a stage select and sound test on this spooky epic, go to the option screen and move the cursor down to exit, press [L] and [START] together on controller two, then press [START] on controller one.

If you're feeling funky, you can listen to all the groovy tunes (D5-EA), and change the music into drum sounds by selecting B5.

a piece of paper should appear.

Still with the little spiky-haired dude, here are some tips for the sub-levels:

### Temple of Maggie

By pressing [R] you can scroll the screen. Do this, every time you reach a dummy launching Maggie and the dummy fires before you reach it.

### Itchy and Scratchy

Press [UP] and [JUMP] to leap on the furniture where the baddies can't get hold of you.

### Bloodstream

Stay away from the grenade throwers and you have no trouble.

### Bartzilla

On the first part fire across, laser across and down, don't worry about points. On the second part save your electricity for later, when you get to the top press a button.

## Smart Ball



If you're frustrated because every time you start this ballsy platform you return to the beginning, try this clever cheat. When

the title screen appears with the words 'Push start button' press [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B], [A], [SELECT] and [START]. This takes you to stage 4-A. Regulars will recognise this as the trusty Konami cheat!



## Super Double Dragon



Here's a ruddy cool cheat giving unlimited continues for two players. After both players have lost their last lives and the screen flashes 'Credit=1' above each player, press [START] on both joypads at the same time.

As if by magic you both come back to life and can share seven credits — wicked!

## Kablooey



Here are a few level codes for this little puzzler:

Level 17	DBVG
Level 18	DP LL
Level 19	DJSK
Level 20	GBTF
Level 21	JRPN
Level 22	GBMF
Level 23	PBSS
Level 24	WPRG
Level 25	LF BG
Level 26	CVFF
Level 27	LPJC
Level 28	DBTG
Level 29	WGGD
Level 30	TJMG

## UN Squadron



If you're a wicket for punishment and you find all this other setting too easy, try this extra-difficult level setting. Go to the option screen and highlight the difficult using left controller only, hold [X] and [X] on controller two. Change the difficulty setting with controller two until you see the words 'Gimmie'.





# **ACT REPLAY**

Designed and Manufactured by DATEL ELECTRONICS

## **EXTRAVAGANZA**

### **Win a game!**

Special thanks to Wayne Becket, Mark Wallace and the crew at Date! — the brains behind the Action Replay.

For the uneducated, the Action Replay's a nifty game-enhancing device allowing you to customise your favourite carts. That doesn't mean colouring them in with felt-tipped pens — we're talking Street Fighter II with two special moves at once, or Zelda with unlimited magic energy.

Courtesy of the generous guys at Date!, we've got a bundle of T-shirts to give away for the readers of the most original codes, plus the best of the bunch gets a coat of his/her choice.

Remember we're looking for unusual cheats — not the standard

unlimited lives or money. So what are you waiting for — get cracking those games and send those codes into ACTION REPLAY CORNER, Asa's High, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1PD.

### **Soul Blazer**

Here's a little code for all you RPG fans kindly sent in by P. Williams of Enfield. Simply type in 7E1D 8810 for 10 life points once you reach 1000 experience points.



### **Street Fighter II**

Wanna know how to select the list four characters? These codes from Spencer Dym of Dudley, will make your jaw drop.

Make sure you set the game on two player versus mode and give 'em a go. (WARNING! We've tried these codes out in the office and they only display the characters, we couldn't fight with them.)

#### **Player One**

Sagat	7E0C 0129
Bison	7E0C 0128
Balrog	7E0C 012A
Vega	7E0C 012B

#### **Player Two**

Sagat	7E0E 0129
Bison	7E0E 0128
Balrog	7E0E 012A
Vega	7E0E 012B

### **Road Runner's Death Valley Rally**

Cheers to David Condit of Wisbech for these codes.

Invincibility	7E1F 1E08
Unlimited turbo boosts	7E1F 1D20
Infinte lives	7E1F 2002



### **Rival Turf**

Here's a cool but completely useless cheat enabling you to change the names of all the characters. Get a high score and enter your name as CHRCONF — you enter a character/names configuration screen that allows you to change the names.



### **Fatal Fury**

It's that man Alex Bishop of St Albans again, this time with an excellent tip for this top beat-'em-up. Go to Street Fight mode, Player One chooses either one or two players, now press [DOWN] on controller two and you have a whole new range of dead hard characters to choose from.

### **Super Mario Kart**

Here's a speedy boost tip to help you make a quick getaway at the start of a race. When the guy in the cloud (Lakitu to be precise) floats down with the starting lights, wait for the first light to flash then hold down [B]. After the lights have finished you'll zoom ahead of your opponents.



### **Krusty's Super Funhouse**

If this game's getting your green wig in a tizzy and making your red nose glow, here are five level codes sent in by Andrew Beagazie of Tyne & Wear, for the UK version of this brain teaser, that will have you clowning around in no time at all.

Level 1	HI KIDS
Level 2	SKINNER
Level 3	SCRATCHY
Level 4	BARTDUDE
Level 5	BOUVIEZ





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## LEVEL 1



Peck the base of the catapult then run back here to avoid getting squashed by the oncoming boulders.

Dodge the constant bombardment by jumping on one of these two platforms. Careful though, judging the distance is tricky.

Don't stand in one place for too long or you get squashed to a pulp. The key to this game is to keep moving.

It's time to peck the base of the catapult again. There's no time to admire the view — Wile E Coyote is hungry and you're on the menu!

# SNES ROAD RUNNER

**They're back! Wile E Coyote and Road Runner are locked in a hectic struggle through the Grand Canyon. Join us as we take you through Level One of this speedy platformer.**



Here we see the dumb coyote doing a spot of ballooning. Unfortunately, he forgot to bring a puncture-repair kit with him. Uh oh! This looks like a nasty fall.



Road Runner speeds up hills, through canyons and only stops for birdseed and to spend a penny — what an absolute hero!

### Level 1: Section 1

The first section's relatively easy; keep running right, dodging Coyote and other nasties on your way. Stop at each hill to collect bird seed and points — most of the flags are at the summit of each hill.

### Section 2

This section's a little more tricky as Wile E Coyote's flying around in a balloon launching exploding aircraft. The terrain gets much nastier as well, with lots of vertical slopes to zip up and down, narrow ledges to balance on and

harder-to-find seedpoints and flags. Take it steady (more haste less speed) and keep an eye on the arrows.

### Section 3

The yellow flags aren't too hard to get, but the purple, red, and green flags are extremely well hidden — some are hidden in caverns halfway down ravines. This time Wile E Coyote's sporting a nice little green bat suit and does his best to get in the way of the trickiest jumps. Keep an eye on the arrows and you won't go far wrong.

### End-of-level catapult

The best way to beat the boulder launcher is to run to the base of it and back, dodging the constant bombardment of rocks. Repeat this several times and the catapult turns to scrap.



Throughout the game, Wile E Coyote adopts a number of disguises. This one is his green bat suit — quite fetching isn't it!

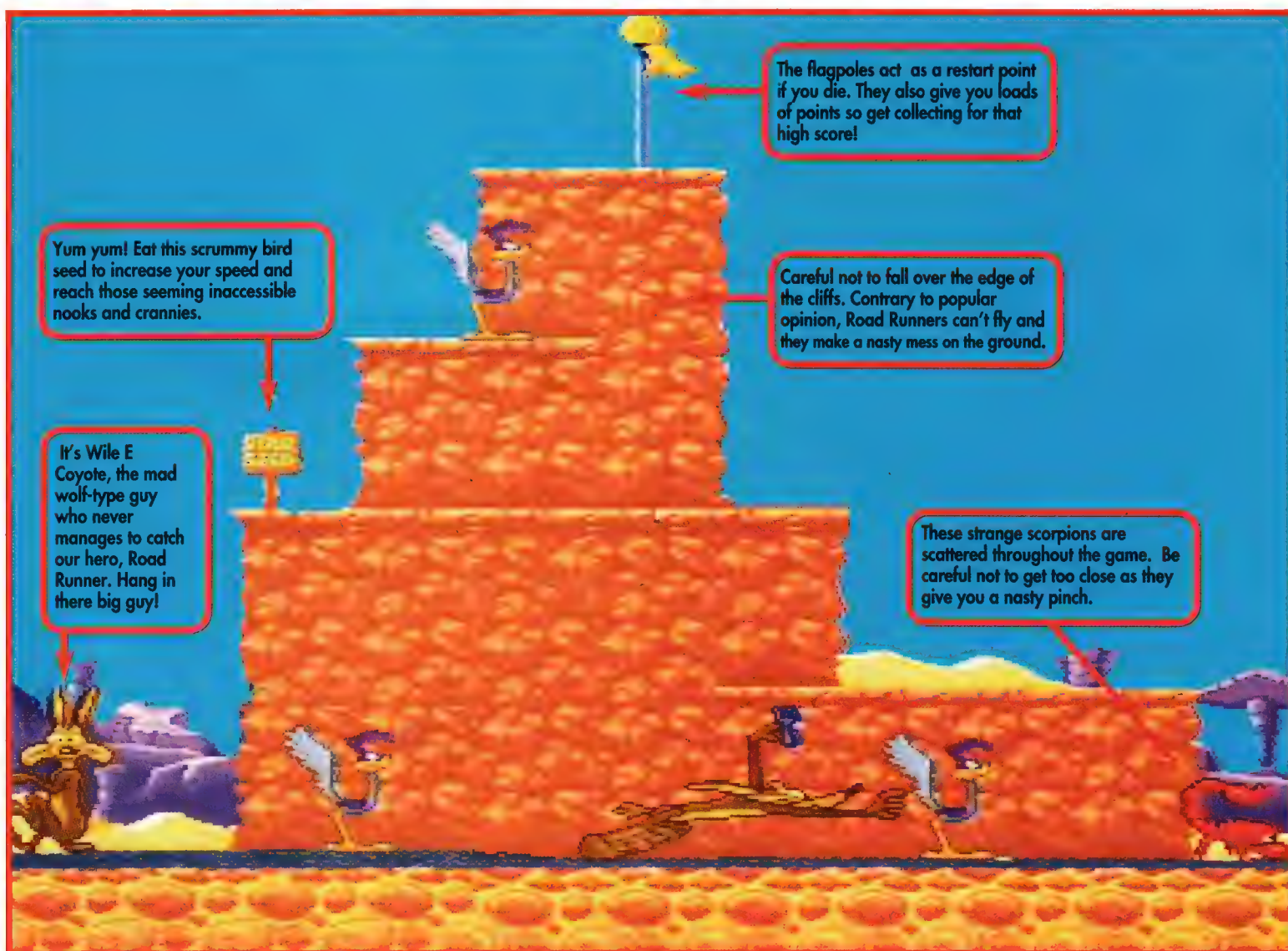




Oh no! It's the blueprint for the dreaded catapult. It doesn't look so dangerous when it's down on paper. Better destroy it, quick!

Continue to peck away at the catapult and eventually the evil contraption, and its creator, are reduced to a steaming pile of ... er... well, a steaming pile of broken catapult. And so it's back to the drawing board for that rather stupid coyote — altogether now, ah!

What will he think of next? Sounds like a cue for a sequel to me. How does Wile E's revenge sound?



Yum yum! Eat this scrummy bird seed to increase your speed and reach those seeming inaccessible nooks and crannies.

The flagpoles act as a restart point if you die. They also give you loads of points so get collecting for that high score!

Careful not to fall over the edge of the cliffs. Contrary to popular opinion, Road Runners can't fly and they make a nasty mess on the ground.

It's Wile E Coyote, the mad wolf-type guy who never manages to catch our hero, Road Runner. Hang in there big guy!

These strange scorpions are scattered throughout the game. Be careful not to get too close as they give you a nasty pinch.



# MICKEY'S MAGICAL



Mickey's world is a wild and wacky place. You need a guide to show you the way. NICK's your man — armed with nothing but a set of big black ears and a compass, he'll show you who's who and where all those secret bits are hiding.

## WHO'S WHO?



provide Mickey with a costume.



costume and has a quick chat.



grabs blocks but drowns in water.



down fire for a big magic bolt.



cooling down platforms.



inaccessible platforms. He also swing from ledges.

The different Mickey characters can be changed. To complete some areas you need specific characters' special powers. Just select the costume you desire and Mickey goes behind a curtain and does a quick change.

### Treetops

**Sleeping hens:** spin to wake them, they give you a golden coin.



**Bumble bee:** buzzes around with his spike out. Dodge his attack then jump on his head.



**Beavers:** swim around underwater as Mickey tries to walk on rolling logs.



Deadly to the touch!



**Frogs:** use them as stepping stones but watch out! They leap into Mickey's path.



**Star fish:** chase Mickey underwater — one bounce to kill.



**Tomatoes:** slowly move to the left when riding them, then start running as the slope gets steeper.



**Guards:** run about poking Mickey. Bounce on them four times to kill.



**Buzzies:** fly around knocking into things. Bounce on them twice.

### Secret power-up zone

Above the house on stage 1-1.



## PART ONE

### General store

Jump off the tomato at the bottom of the run onto the block. Now walk right to discover the entrance to the store.



### Boss One

Jump on his head when he comes down low. He'll send out three flyers, jump on these then grab them and spin them into him.



### Boss Two

Besides being incredibly ugly, this toothy tyrant is very tricky to handle. Bounce on his head to remove a section of his tail and spin them back into him. If you run out, just bounce off his head when it isn't flashing red.



### Dark Forest



**Fish:** jump out of the murky water and grab Mickey when he's not looking. Avoid them!



**Archers:** shoot out poisoned arrows. Bounce on their heads.



**Leaves:** jump to the next leaf when it swings near. This is really tricky at first.



**Grubs:** live inside the tree and swim from side to side. Zap them with magic.



**Crabs:** also move around inside trees and can be zapped.



**Thumpers:** jump from one to another when the clubs are down.



# AL QUEST



● **Secret power-up**  
Take the path along the ground in stage 2-1, remove the blocks to find the entrance. Inside is a handy extra energy heart.

● **General store**  
Exit the tree fall from the ledge to discover the entrance.



● **Boss One**  
Avoid the spinning skirt attacks and fire big magic bolts at him to stop his wicked game.



## POTTY POWER-UPS

- Aladdin's lamp gives Magical Mickey more magic power
- Fire hydrant: fills up the water level on the hose pipe
- Toy MM: grab this mini Mickey for a handy extra life
- Golden coins: collect these to spend at the general stores
- Fruit: grab these scrummy apples for extra points

## Fire Grotto

- Bat: chases Mickey as the lift descends. Pop him off!
- Flame: these little squirts are hot! Use the hose to cool them down.
- Fire bat: use the hose to stop them flying by.
- Fiery blocks: cool them down before stepping on them.



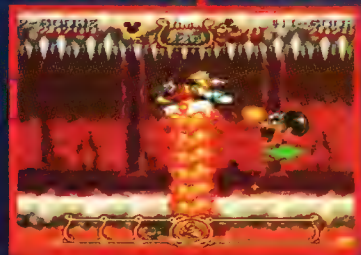
Secret power-up 2  
Use the Magical Mickey to swim down in stage 3-3 and get the extra energy heart.



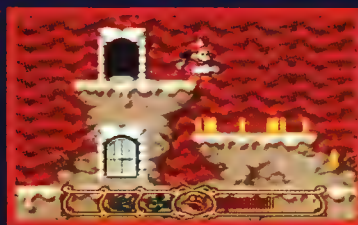
**General store**  
Blast the small blocks with the hose to make steps up to the secret store entrance.



**Boss 1**  
He hits the floor, making lava bolts rise. Jump off quickly when this happens! Use magic bolts to kill him.



**Boss 2**  
Constantly fire the hose at his face and cool down his fireballs to provide power-ups. When the platforms move around, jump up or fall down to stay level with him.



**Secret power-up**  
Use the hose to push the block off at the start of the stage, then climb up to the secret entrance.



Well that's all from Mickey and the gang this month. Don't forget to tune in next issue when we'll be showing you all the perils of the final levels, plus a blow-by-blow guide to beating the end boss.





# OUT OF THIS WORLD

The first stage is relatively easy. Swing the cage by pressing [LEFT] and [RIGHT] on the joypad. After a while the guard fires his laser and the cage falls on him.

After the cage has fallen, pick up the dead guard's laser and run right with your new alien buddy. He's the only guy you can trust on this planet.

Follow your friend along the level and shoot all the guards that get in your way. Be careful though, they're very quick. You need ultra-fast reflexes to make it past them.

Now for the tricky part. The first guard appears as you run on to the third screen. Blast him with your laser gun and then continue across the screen.

## LEVEL 2

This brain-numbing but brilliant game can cause all sorts of problems. Often overlooking one small detail can make the difference between finishing a level and getting horribly stuck. After many frustrating hours toiling over a hot monitor, we've put our collective brain cell together to bring you the full low down on the tricky second section.

Shooting can be very tricky. There are three weapon functions: normal laser fire, a force field and a super laser function. Press the fire button once for normal fire, hold it down a little longer for a force field and keep it depressed for the super laser.

Poor old Lester Knight Chaykin! Little did he know when he was at home working on a classified experiment that things would go horribly wrong. The unfortunate scientist is hurled through the space/time continuum into a freaky world inhabited by vicious aliens. And now he's fighting for his life!

# GAME GENIE GALLERY

It's back again — the gallery full of top cheats for Game Genie NES fiends.



Don't forget, you can send in your own Game Genie codes — the best each month gets a free cart of their choice. If you've got a good one, send it to THE GAME GENIE GALLERY, Ace's High, N-FORCE, Ludlow, Shropshire, SY8 1JW. Don't forget that very soon we'll be bringing you SNES and Game Boy Genie cheats in this very column. So keep your eyes peeled.

Thanks to Donny Macgill from West Lothain for this great code to help Luke defeat the Dark Side.

### Star Wars

10A10A Most enemies gone

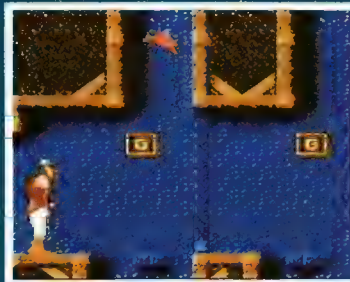
### Adventure Island 2

SXNLOKVK Infinite lives  
AAKSEYZA No energy loss from hitting object  
XTAINS Invulnerability

### Double Dragon 3

SZUUPAAX Protection for Billy, Jimmy and Chin  
GVEPXGGI More energy for Billy and Jimmy  
GVEOXKZG More energy for Ranzou  
ZXEPXGGS Less energy for

IXEOXKZG Jimmy and Billy Less energy for Ranzou



### Dragon's Lair

IENSGGAA Last Level  
KENSGGAA Jump to level 3 with infinite lives and fireball.

### Terminator 2

SXOELOVK Infinite lives  
PANXTLGA One life  
PANXTLGE Nine lives  
GXVTZAX Infinite energy  
OZETEUPK +  
VYETOUNN Take minimal damage  
XNNPXOKN Super jump  
PAXPUZZA +  
PAUONZZA Slower running  
LAXPUZZA +

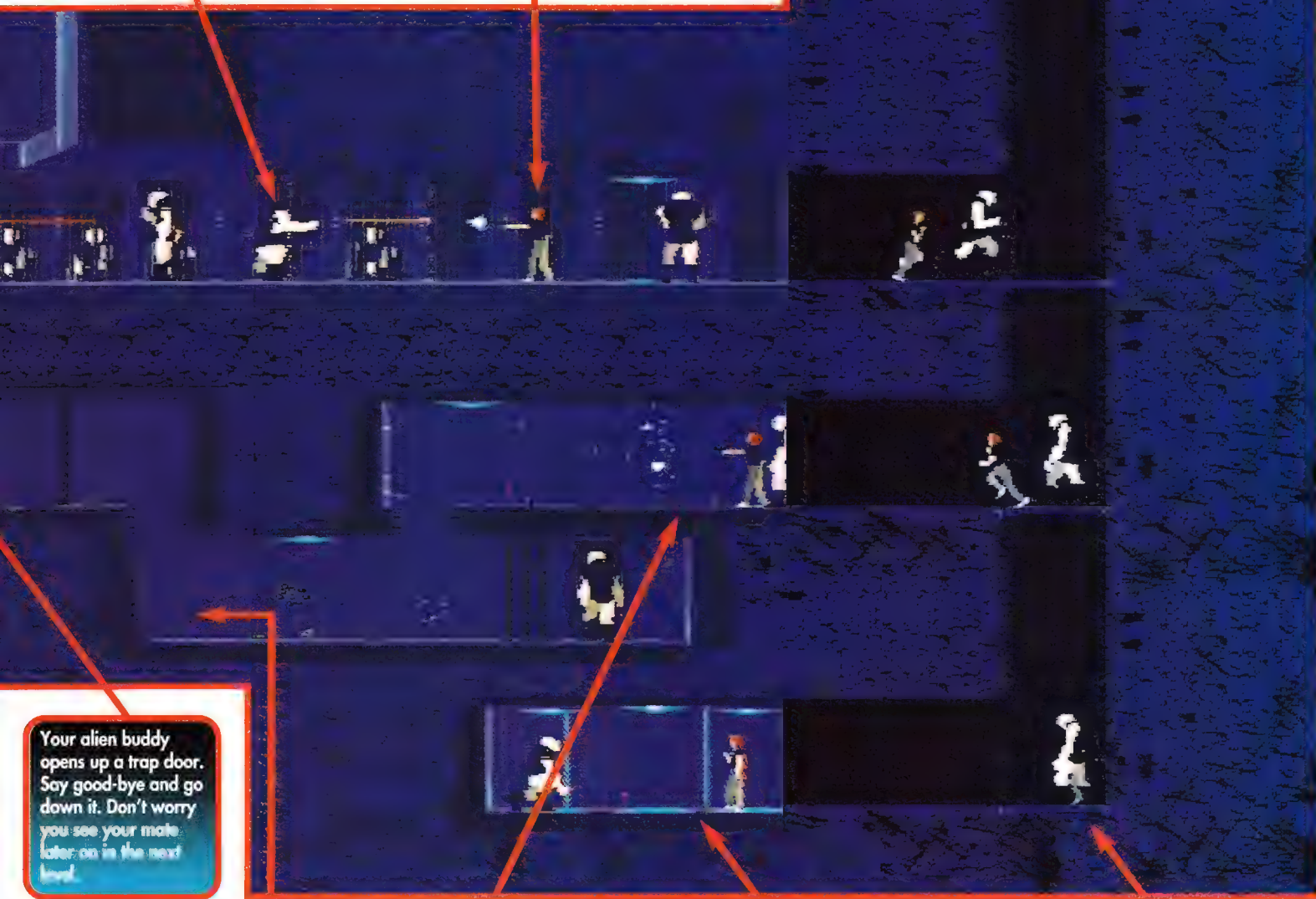




Sorry, there's not much up here except a quaint view of the alien land through the barred windows. It's a bit empty for an attic isn't it but there's plenty of dust. The Antiques Roadshow would have a field day up here!

Watch your back as you run into the end of the corridor. A guard appears behind you and tries his best to blast you into a thousand pieces!

Your friend starts to unlock the door. To give him enough time you must protect both of you by activating a series of force fields until the door has been opened. When it is open, run right with your mate to the lift shaft.



Your alien buddy opens up a trap door. Say good-bye and go down it. Don't worry you see your mate later on in the next level.

Wait for your mate then go underneath the next gap, pull up and let your mate go in front. If there are any enemies waiting at least he gets blasted first.

Once you and your mate enter the next room, use your super power on the gun to blast the door open. Run to the gap and pull down, then run left.

This is tough! Shoot the guard immediately, then shoot the wall in front. This cuts the main power off and makes your task a lot easier. Now go back to the next floor.

Once both of you are on the lift, pull [DOWN] on the joystick until the lift is on the ground floor, then run into the next room firing your laser.

## Get mapping!

Don't forget we're always on the look out for new cheats and tips. If you've got some inside info on the latest SNES, NES and Game Boy releases why not send them into us at ACE'S HIGH, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW. We're interested in maps of particularly tricky levels. You don't have to be an artist, just make sure you get all the details. We've got hundreds of prizes to give away, including Action Replay T-shirts and carts for the best original Action Replay codes plus goodies galore in Game Genie gallery. So drop us a line and come and join the gang down at ACE'S HIGH.

**Sadly, that's all folks. I've really enjoyed my first issue as the new host of Ace's High. I can't wait to see you all next month when we'll be bringing you the final part of the Mickey solution plus hundreds of new tips!**



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# CHART TOPPERS



Japanese NES charts courtesy of The Super Famicom magazine. NES charts courtesy of Marukatsu Super Famicom magazine.

## UK CHART

1. **NE** Super Mario Kart
2. **▼** Street Fighter II
3. **NE** Bart's Nightmare
4. **▲** Zelda 3
5. **▲** Super Mario World
6. **—** Caveman Ninja
7. **NE** Dragon's Lair
8. **NE** Spiderman/X-Men
9. **NE** Axelay
10. **▼** Super WWF

1. **NE** Kung Fu
2. **▲** Home Alone 2
3. **NE** Lemmings
4. **▼** Hyper Soccer
5. **▲** Super Mario 3
6. **▲** Super Mario 2
7. **▼** WWF Steel Cage
8. **▲** Kickle Cubicle
9. **NE** Tiny Toons
10. **NE** Rescue Rangers

1. **—** Super Mario Land 2
2. **▲** WWF Superstars 2
3. **NE** Star Wars
4. **NE** Home Alone 2
5. **NE** Ferrari
6. **NE** Kirby's Dreamland
7. **NE** Mario and Yoshi
8. **▼** Super Hunchback
9. **▼** Dr Franken
10. **▲** Bart vs Juggernaut

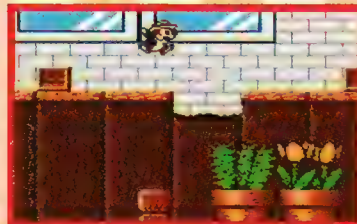


## USA CHART

1. **▲** Street Fighter II
2. **▲** Super Mario Kart
3. **▲** NCAA Basketball
4. **▲** Mario Paint
5. **▲** Soul Blazer
6. **—** Play Action Football
7. **▲** Bart's Nightmare
8. **▲** TMNT IV
9. **▼** Legend of Zelda
10. **▼** Super Double Dragon

1. **—** Tecmo Super Bowl
2. **▲** Might & Magic
3. **▲** Dragon Warrior 3
4. **▲** Contra Force
5. **▼** Super Mario Bros 3
6. **▲** Tetris
7. **▼** TMNT: Manhattan Proj
8. **▼** Super Mario Bros 2
9. **▲** Adventures of Link
10. **▼** Monopoly

1. **—** Kirby's Dreamland
2. **▼** Super Mario Land
3. **—** Baseball
4. **▲** Quarth
5. **▲** Four in One Funpack
6. **▲** Bart vs Juggernauts
7. **▼** Dr. Mario
8. **▼** Yoshi
9. **▼** Tennis
10. **▼** Caesar's Palace



## JAP CHART

1. **▲** Mickey's Magical Adv.
2. **▲** King of Fighters
3. **▲** Dragon Quest V
4. **▲** Super Mario Kart
5. **▲** Wizardry V
6. **▼** Sangokushi 3
7. **▼** Volleyball Twin
8. **—** Hokutonoken 6
9. **▲** Hero Legend
10. **▲** Street Fighter II

1. **▲** Super Mario Bros 2
2. **▼** Knight Gundam 3
3. **▼** Best Play Pro Baseball
4. **—** Dinosaur Squad
5. **▲** Derby Stallion
6. **▲** Yoshi
7. **—** Kunio's New Sports
8. **—** Top Striker
9. **▲** Tetris 2 & Bombliss
10. **▼** Dragon Ball Z3

1. **▲** Super Mario Land 2
2. **▼** Yoshi's Cookies
3. **—** Kirby's Dreamland
4. **▲** Megaman World 2
5. **▲** Bonk
6. **▲** Super Mario Land
7. **▲** Doraemon
8. **—** Yoshi
9. **▲** Tetris
10. **▼** Yltra Quiz 3



This month's winner is Super Overport of Unlabeled, who managed to get pretty close to the whole Virgin chart. Congratulations! Also — for extra high N-FORCE ratings is winning is why it's all we do.



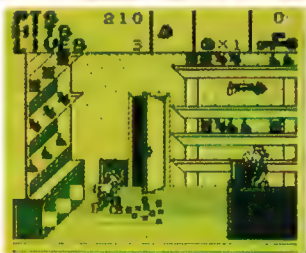
# Free Yank

**He's back and he's bad but his head's still stuck in that tank!**  
**MANIC MARSHAL** takes time off from his tour of duty to bring us all the latest happening on the US games scene!

## Alone again!

**H**ere in the States *Home Alone 2: Lost in New York* is still making big box-office bucks and T\*HQ are taking advantage of Macaulay Caulkin fever by releasing SNES and Game Boy games.

Both plots closely follow the film — Kevin's separated from his family, this time ending up in New York City. But he's not alone for long, because those two wet bandits have escaped from jail and are out to get him.



This means riotous fun, as Kevin finds new ways to torment his two attackers through many action levels.

Both games are based on platform themes — leaping, jumping, finding hidden objects and weapons including dart and flying fist guns.

The aim's to make it through the Plaza Hotel — not too easy with the entire staff after your butt. Then it's through the 'quiet' paths of Central Park and onto uncle's house, before finally making it to the Christmas tree at the Rockefeller Centre.

Cute 'n' nicely rendered graphics make the SNES cart an instant hit, while the variety of levels make the hand-held version a tough challenge. With so much happening onscreen, you'll be hooked until Macaulay reaches puberty!



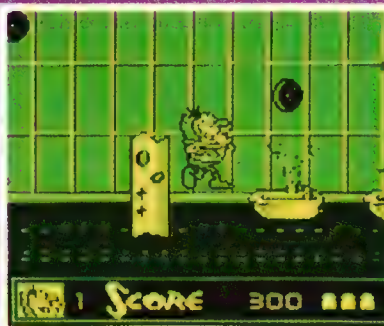
## Space madness

**T**alking of superstars, Ren and Stimpy make their Game Boy debut in *Space Cadet Adventures*. Blasting off to the year 400 Billion, cadet Stimpy is searching for commander Ren after he accidentally ejected him from their spaceship into outer space!

First, confront the laser-armed spaceship before travelling to the alien world where Ren is stranded. The planet

is fraught with danger — beware the strange USS Flush, filled with interplanetary sewages, and the Asteroid City trailer park!

The game lets you play both characters at different times, and contains a hilarious bonus round based on a game show. Just remember the warning printed on the box — this game could cause space madness, unsightly mutations and possibly instantaneous implosion!



## Swamp fever!

**O**ne of the toughest games on the NES in a long time is *Swamp Thing* from T\*HQ. This game is no place for beginners as ultra-fast reflexes are needed to crack this tough cookie.

The programmers have tossed in plenty of extra effects in this battle against Dr Arcane and his dreaded Un-Men. Besides beakers of bio-restorative formulae, there are also batteries to increase energy plus swamp moss and flowers for extra power —



*Swamp Thing* even turns into various forms of plant life to help him succeed!

There are three separate games, oodles of levels, help from additional characters not to mention rucks of rock-hard enemies to conquer.

So if you want a change from the endless 8-bit cutesy platform titles or just fancy a test of your game-playing skills, grab your golden joystick and see if you're up to the challenge of *Swamp Thing*.



# Tank!

## You big softy!

And if the cool watch on this page is not enough, Mattel Toys are bringing out a range of Rem and Stimpy toys. The 'talkers' have a string-pull producing the character's voices. Ren has an enormous belly-button that pulls out — one of his favourite lines is 'I'm going to be sick!' Pull the hair-ball in Stimpy's mouth to hear such classic lines as 'They don't call me stupid for nothing!'

If the popularity in the States is anything to go by, these are going to be big.

The 'rude noises' are a collection of smaller, but equally as loveable figures, providing what are referred to as 'under-leg' sounds, but we know farts when we hear 'em — just don't activate them in small, enclosed areas or you'll be sorry!

## Watch it mate!

While we're on the subject of Ren and Stimpy, the latest craze over here is R+S watches.

Turn the watch cover one way then the other and the image changes from the two standing quietly, to them doing the deed.

What's the deed you ask — just use your imagination!

The pic's on a lid that flips up to display the watch parts, and the whole watch comes in a cool multi-neon colour.

You'd like one, right?

Bearing in mind these watches are so damn hot they've almost sold out from mail order only — they've not even hit the shops yet — you'll be amazed to hear we've got one to give away. To get the only one in this country, just answer the following simple question:

What is Rem and Stimpy's latest Game Boy adventure called?

Send in your answers to **The R+S watch compo N-FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**. The editor's decision is final and no correspondence will be entered into. We'll wait until the fish bowl's full, then the first card picked with correct answer wins. And if you're a bit stuck, here's a clue — the answer's on this page!

## A lad in a lamp

Never one to miss an opportunity, Mattel Toys are launching a collectable figure range on the back of Disney's *Aladdin* movie, which is selling out cinema's everywhere in the States.

We had a word with them

and they've graciously granted us two wishes — or two genies to be precise. The

figures come in two different styles and are beautifully painted and detailed. There's the

waiter genie dressed to

impress or the a la natural genie which comes complete with gold slippers and huge smile.

To win one all you have to do is tell us why you need your own personal genie in 25 words or less. Send your answers on a postcard to **GIMME A GENIE COMPO, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1PD**. Don't forget to include your name and address, and let us know if you don't want mailing from other companies. The two most exciting entries drawn out of Doug's turban get these super-cool prizes delivered straight to their door. Go on, what are you waiting for?



## Lucas—aid!

Here's something to look out for — *Monsters* (working title) is a SNES action/arcade parody by LucasArts (the makers of the excellent *Super Star Wars*) done in the style (not) of *Maniac Mansion*. So what can we expect? Well, from the early version I've seen there's incredible digitised speech, radical sound effects and wicked monster noises (hope they're rude ones), plus a revolutionary three-quarter aerial view that's set to take the 16-bit world by storm.

There are 50 action-packed levels to conquer and the best bit is, each level contains its own mini-movie — *Dances With Werewolves* and *Zombie House Party* are just two of the hilarious titles.

Packed with exotic weapons, tons of special animated sequences not to mention a gang of cutesy cheer-leaders, this is bound to be a monster hit. We can hardly wait — but unfortunately, we'll have to since the game's not slated to appear until November next year. You can be sure I'll be bringing you the latest developments as they happen so watch this space.

**Well, that's all for this issue. The big bad Marshal will be back next month kicking some butt and bringing you all the latest US gossip on the Nintendo games scene. Until then, y'all take care now!**





# SIX OF THE BEST

## SUPER NINTENDO TWO-PLAYER

A new look for Six of the Best this month. NICK was getting a bit smelly, wearing that awful cap and gown every time and he wanted to play some games! The cane was good fun though!

Anyway, got a SNES and a mate? Then keep reading because here come the best two-player games around!

### Super Mario



• **Nintendo**  
Yes, this one keeps cropping up over and over again. Probably because it's a great game — especially for two. The screen is split and each player selects one of

seven characters. Each has individual driving abilities, not to mention wacky expressions and animations!

Each level features the great *Super Mario World* graphics, converted into Mode 7 tracks that scroll by extremely slickly.

#### Mode 7 heaven

There are three set of tracks to take a spin around, plus a special head-to-head game where both players zoom around a maze attempting to burst their opponent's balloons.

Nintendo made a fantastic job of the game in every department except one — lastability! A few more tracks

## The Legend of the Mystical Ninja

• **Konami**

There are usually two types of two-player game. In the boring ones, players take it in turns, but in the interactive ones, both players move around at the same time.

*Mystical Ninja* is a perfect example of a hot duo-player!

The two characters run around each level on the same screen, but the one in front can't move on until the slower brawler catches up. Players can even

jump on each other's back and having a plucky back role — brilliant!

#### Flied lice!

There's so much going on that it's hard to become bored. Move dived around each level hold power-ups, sub-games, 3D mazes and even 'lived the relief' bounces! The end of level bosses are fantastic, with some excellent Mode 7 effects. In fact, the graphics throughout this game are wonderful!

The Legend of *Mystical Ninja* scored 85 percent when reviewed back in July 1992 and still deserves every drop of Stewie to the top of the charts!



<b>VISUALS</b>	<b>94%</b>
Gorgeous sprites and excellent presentation	
<b>SONICS</b>	<b>94%</b>
Japanese-style tunes — an audio delight!	
<b>PLAYABILITY</b>	<b>92%</b>
Simple to get into but a reading the instructions is vital	
<b>FORCE</b>	<b>93%</b>
One of the best games I've ever played!	



# EST!

## R GAMES

# Kart

are needed to give this a longer shelf life. As it stands, it is totally addictive for a while but the one-player game's easily completed. Hours of endless fun for two though. A great title that I just can't stop playing!



- VISUALS** **92%**  
Mode 7 used to great effect and excellent cutsey sprites
- SONICS** **89%**  
The Bontempi organ lives on with these twiddly tunes
- PLAYABILITY** **94%**  
An addictive racer that you won't want to put down
- FORCE** **91%**  
The Mario magic is brought to life in a fantastic racing sim



● **Taito**  
**M**ost football games fall into the trap of being far too realistic and fiddly. *Hat Trick Hero* takes a fun

approach and comes out top of the crop!  
Two players take on the computer to create a real team spirit. Forget normal boring football — in this game you can punch, knee, kick, and pull jerseys to your heart's content. There's

# Super Smash TV



### ● Acclaim

It's not very often you get to watch TV at work but I made sure I checked out a few game shows to review this! This futuristic show combines elements of *The Running Man* and *Bob's Full House* to give a bloodthirsty shoot-'em-up that needs two-player cooperation.

The sprites are tiny, with every level spurring out hundreds of enemies to blast. Controls are made easy with four directions of guns on the fire buttons.

### Starter for ten!

As with all shoot-'em-ups there are tons of power-ups to find, plus more weapons and special prizes like

toasters, TVs and microwaves. Every level also has its big boss to dispose of. With names such as Mr Shrapnel and Mufoid Man, you know you're in for a hard time!

The graphics aren't fantastic — faithful to the original coin-op is nearer the mark. If you and a mate fancy charging around with machine guns, collecting star prizes, this is one to think about raiding the piggy bank for.

- VISUALS** **87%**  
Tiny sprites look pathetic but there's so much going on!
- SONICS** **91%**  
Silly digitised speech samples and game show music
- PLAYABILITY** **92%**  
Firing is tricky but you soon get the hang of things
- FORCE** **90%**  
A spot on conversion of the arcade classic

# Hat Trick Hero



no offside rule and volleying the ball with your hand seems to be the name of the game!

### Here we go!

There are a feast of great visual sequences, animation when a goal is scored and lots of great presentation screens. The digitised speech adds an extra touch and creates a great playing atmosphere.

*Hat Trick Hero* emerged as the best out of the four football games reviewed in issue seven's football special. So get out your boots and start playing this hot soccer sim. It's the best thing since Steve Bull!

- VISUALS** **85%**  
Arcade-style graphics and scoring sequence
- SONICS** **84%**  
Digitised speech makes the game stand out
- PLAYABILITY** **87%**  
The radar is a real help to the hilarious action
- FORCE** **85%**  
Most football games are dodgy — this is a joy to play!



# Street Fighter II

● **Capcom**

**W**ay-hey! It's that corker of a beat-'em-up again. You know, the one that no-one has ever heard of — NOT! This game has been in everyone's face so much

you must all be sick and tired of it — but it's still an unbeatable two-player bash.

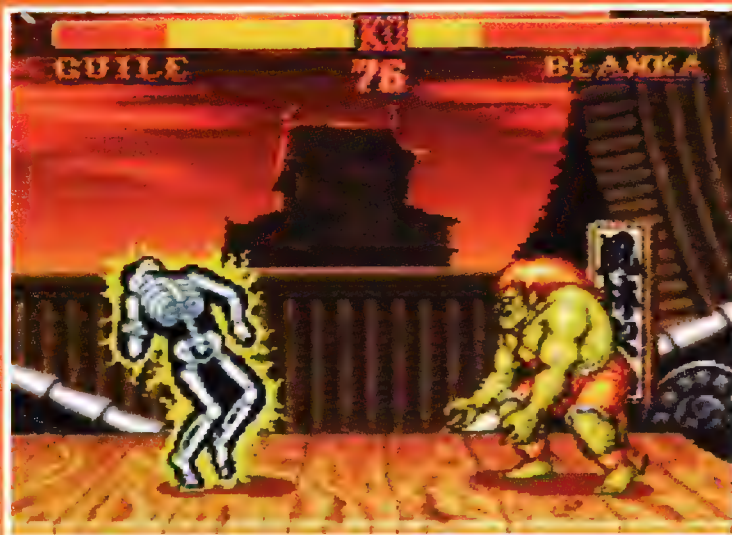
The trick of playing *Street Fighter II* in two-player mode is finding a friend who is absolutely crap, mash them to a

pulp and give yourself a major ego boost!

## Street thingy who?

Players select any of the eight characters to fight, each having a variety of special moves to master. Using the amazing cheats from *Ace's High*, you can also both play the same character!

Many beat-'em-ups attempt to emulate this classic — *Fatal Fury* and *Fist of the North Star* are two reviewed this issue — but none come close to the brilliant detailed background graphics and smooth animation of the original.



If you like beat-'em-ups then this is the one to go for. It's a 16-megabit cartridge so it costs more than the average game, but it's worth every penny.



<b>VISUALS</b>	<b>95%</b>
Groovy animated background and smooth sprites	
<b>SONICS</b>	<b>94%</b>
A tune for every occasion and laughable grunts and groans	
<b>PLAYABILITY</b>	<b>90%</b>
The special moves are a pain but are mastered with practice	
<b>FORCE</b>	<b>93%</b>
The best value beat-'em-up available!	

# Contra Spirits

● **Konami**

**C**ontra has appeared in many different guises starting with *Contra III* in Japan, then *Contra Spirits*, *Super Contra* in the

USA and finally *Super Probotector* for the European market. The Euro-game also has some of the graphics altered to make the original human

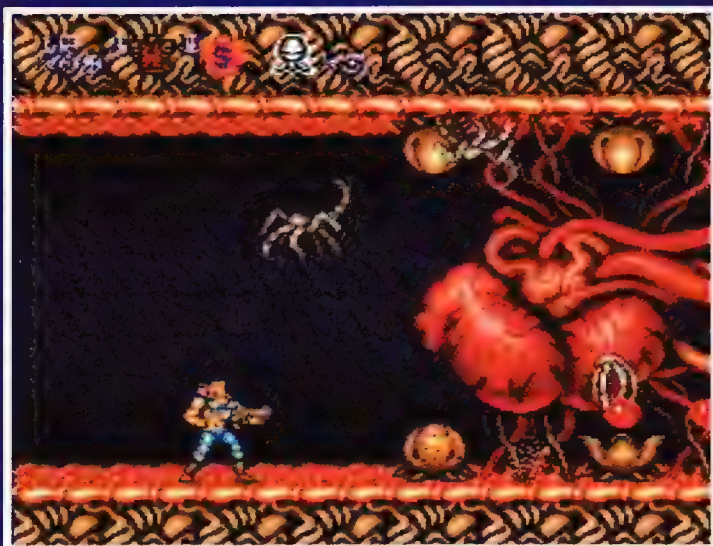
characters robots!

Both players dash through sideways-scrolling levels and amazing Mode 7 monster lairs, brandishing all manner of weapons from laser guns to grenade launchers. As with most two-player games, one player can't move on until the other has caught up, but it doesn't spoil the action at all.

## Konami for president!

Konami show off their programming skills with a host of amazing bosses. In fact, the whole game is a visual and audio masterpiece. The highlight is an overhead-view level, in which the floor rotates through 360 degrees in both directions. This is split screen in two-player mode as well!

Check out *Contra* under whatever name you can find it. It's the business!



<b>VISUALS</b>	<b>94%</b>
Fantastic sprites and backgrounds with some good Mode 7 effects	
<b>SONICS</b>	<b>90%</b>
Blast, blast and blast again. Oh, and some great tunes	
<b>PLAYABILITY</b>	<b>93%</b>
Running and shooting has never been difficult — until now!	
<b>FORCE</b>	<b>92%</b>
This action-packed shoot-'em-up takes no prisoners.	

**More hot games are coming your way next issue. So tune in then for another six top titles...**





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**'Hoist the Jolly Roger, shiver me timbers, pieces of eight.' We put a patch over ROB's eye and send him off on a desert island adventure battling against evil pirates...**

In days of old when the seven seas weren't safe to sail because of sea dogs such as Black Beard, Long John Silver and Mad Meg McCatherty of Morcombe, there lived an angry young man by the name of Storm Jaxon who, sick of the cruelty inflicted on his people on the island of Westica, decides that it was time to face evil pirate Sküljagger and shove his parrot where the sun don't shine!

For ten long cruel years, Storm sets off across the island smacking the heads of all daft enough to cross his path — this is where you come in. The aim is to find clues, collect weaponry and kick pirate ass in the quest for freedom.

### Storm in a teacup

To help Storm carve through the bad guys, he carries a fierce sword that looks as though it could cut through the side of a ship.

For extra-tough situations pick up the secret pirate weapon, bubble gum (yep, you heard right — bubble gum)

which is strewn throughout the levels. The different flavoured gum each have a special use: Snap-cherry lets you fly, Westican-orange lets you drop grenades for a few seconds, Sea-grape makes you temporarily invincible and Island-lime flavour clears the screen of baddies.

Points are awarded for collecting jemeralds, finishing maps and killing the vast array of enemies. Besides everyday pirate scum, there are lots of giant insects to chop and slash plus loads of large ravines to leap and ladders to climb.

Despite average gameplay, the game manages to escape the 'just another platformer' category because it's packed full of clues and puzzles. The lengthy manual included in the package has clues galore and makes an exciting read.

Ultimately, the gameplay is too frustrating to make this an essential purchase. The idea of a pirate game is certainly a good one, but this title falls way short of the mark. **ROB 69%**

# SKÜLJAGGER



**Remember those silly plastic dummies who sat in Volvos ploughing head-first into concrete walls? Sounds like just the job for our NICK...**

It's good to see a game going to great lengths to present the serious message of road safety in a light-hearted way. Spin and Slick are two crash dummies earning their living reminding people to buckle their seatbelts. They desperately want a vacation from their usual battered life but times are hard, and they're skint, so they take part-time jobs as stunt men.

To earn big bucks they jump from tall buildings, traverse treacherous ski slopes, test air bags for doomed cars, defuse high explosives and guide

guided missiles! Each job lasts one level and there are five to complete.

### Crash, bang, wallop!

The mission is explained at the start and to get the highest wages possible a number of dangerous tasks must be completed.

Each level is brilliantly presented with good animation and fun sound effects. The between screens are hilarious and there's an excellent shot of the dummy in pieces if you fail a mission. Conquer all five, the game moves up a skill level and things start over again.

The controls are dummy proof: [A] jumps, accelerates or defuses a bomb, while [B] decelerates or uses the hammer. The graphics are clear with super-smooth scrolling. But unfortunately the game just becomes repetitive after a while — there's not enough depth to provide any serious challenge. **NICK 67%**

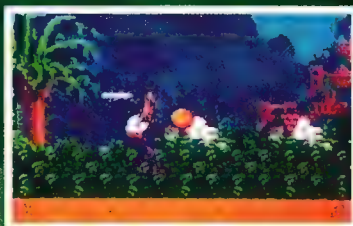
# CRASH DUMMIES



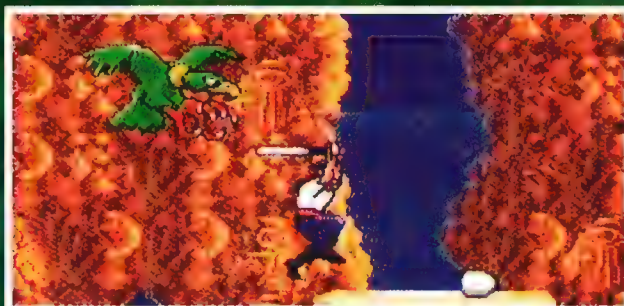
## FORCE FAX



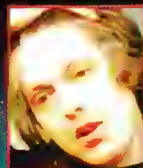
The grape-flavoured gum turns you into a huge purple bubble killing everything on screen.



Use the sword to hack through enemies and collect as much gum as possible.



Defeat enemies by throwing objects at them, swiping them with your sword, shooting power-balls or using the various gum power-ups.



When I saw the title screen I couldn't wait for plenty of pirate action. You know, all the spotted hanky on the head, enormous earrings and eye patch stuff. Instead what you get is bubble gum and silly trousers. I was not impressed, not surprised, not happy. I was a victim of anti-climax and of a sinking, churning feeling in the pit of my stomach. Not the best, not quite the worst — but down there with them. May the buyer beware.

CARL 56%

■ **Producer**  
American Softworks  
■ **Players**  
1 or 2  
■ **Price**  
£44.99  
■ **Supplier**  
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## N-RATING



**VISUALS** 65

Very attractive, graphics have a resemblance to games from the 80s.

**SONICS** 61

Colourful, but not very good at all when it comes to sound.

**PLAYABILITY** 70

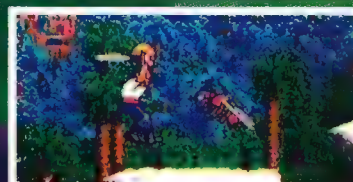
Plays well, easy to control with few glitches.

**LASTABILITY** 71

Good for a while, but the variety of levels and items is quite low.

**FORCE** 62

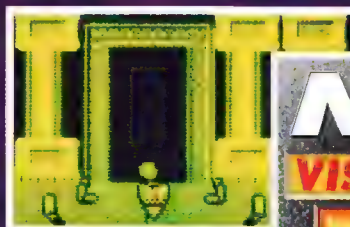
Not a bad game, but it's a bit of a disappointment.



This is an ideal game for people who aren't very good at racing sims, skiing games or puzzlers. Instead of avoiding flags, brick walls and stationary objects, in this topsy-turvy title you win if you smash yourself silly! The unusual characters are based on the TV dummies used in road accident tests. Each game is great; you start on the easiest level and the action gets increasingly harder.

Graphics are pretty neat, proving that Game Boy standards are certainly rising. After playing endless beat-'em-ups and sports sims this original title comes as a refreshing change. It looks good, it plays well, but most of all it's fun — go on, give it a bash!

ROB 83%



Slick (or is it Spin) has a nasty fall and goes to pieces — what a dummy! There are no points for dying!



■ **Producer**  
LJN  
■ **Players**  
1 or 2  
■ **Price**  
£24.99  
■ **Supplier**  
Killer Konsoles  
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## N-RATING

**VISUALS** 72

Good, but not very good at all when it comes to sound.

**SONICS** 65

Good, but not very good at all when it comes to sound.

**PLAYABILITY** 71

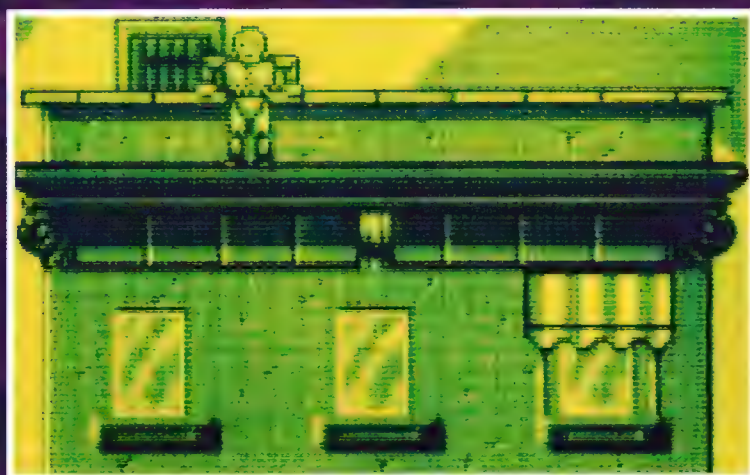
Good, but not very good at all when it comes to sound.

**LASTABILITY** 60

Good, but not very good at all when it comes to sound.

**FORCE** 75

A good and original title that is worth a try.



Level One involves working as a stunt man for a top film director. Jump off the top of the burning building but the key is making the fall look as spectacular as possible.





# THE DUEL

## TEST DRIVE II



**Hey, chill out man! Racin' through the States is a breeze, show me the open road — NICK takes a test drive and a personality implant!**

**W**hat a waste! Fancy popping down the local Ferrari and Porsche showrooms, buying a few cars then thrashing them around the roads of the USA, smashing into lorries and scaring the hell out of hedgehogs!

Three top sports cars are available in this racing sim — a red Ferrari F40, a juicy Lamborghini Diablo and an icy Porsche 959. Each has a choice of automatic or manual gears and they

even have a horn you can blow to your heart's content!

The four courses cater for all drivers' abilities, ranging from easy to hardest. If you're a Sunday driver who doesn't know where the accelerator is, go for the first — madmen like me take the tough ride!

Desert, snow, night driving and rainy hill tops all crop up en-route, it's a joy to keep the car on the road half the time! The slightest scrape or bump

causes the windscreen to smash and the car to spin, but hitting motor cyclists doesn't even budge them!

The hair-raising sections cause more than just a cracked windscreen. Slip over the edge while racing a mountain road and you'll be wishing for wings!

### Where are the chips?

The trouble with *The Duel: Test Drive II* is the programmers haven't made the most of the SNES custom graphic chips.

The sensation of speed as you zoom around bends is great and the presentation is excellent. On the minus side, graphic detail is very disappointing — the pit stop and end-sequence sprites are gross! Ballistic and Accolade have got a strange

combination of quality in *The Duel: Test Drive II*. It's not a bad racing game but so much more could have been achieved! **NICK 70%**

## FORCE FAX



**T**his isn't a game where you can just hold down the accelerator from start to finish. Use the brakes for high scores.



# TITUS THE FOX

## TO MARRAKECH AND BACK



**Are you sitting comfortably? Then we'll begin. After a brush with a foxy lady, a pack of hounds and some nasty men in red coats, ROB's got a heck of a tale to tell!**

**H**ere's a story of a poor fox who decides to stand up for his rights. His name — Titus. This plucky little devil sets off on a hazardous journey to rescue his beloved, Foxy. She's been captured by a band of evil villains, and cries constantly for her furry-tailed fella to come to the rescue.

### Foxy lady

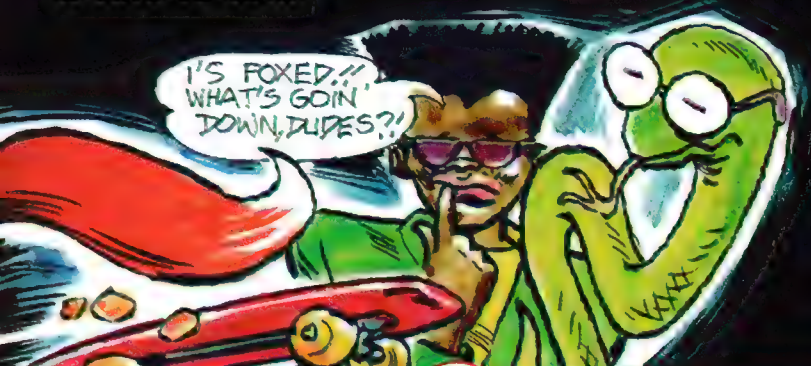
The trip to Marrakech in search of Foxy begins on foot but grabbing a skateboard or flying carpet speeds things up. There are plenty of distractions on the trip across the Sahara Desert.

Along the way fight a vast array of bad dudes (54 to be precise) including such strange guys as Babyboon, the kid with the deadly bottle, and Toyo, the spectacled snake. With plenty of secret rooms, hidden bonuses and deadly traps

waiting to crush you into a pulp, lightning reflexes and nerves of steel are needed — even the furniture moves!

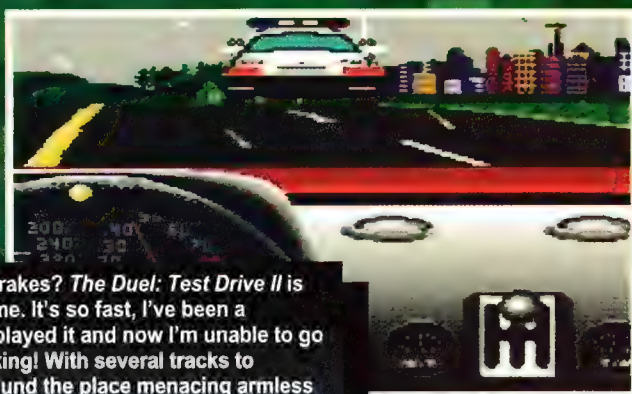
There are 16 levels to whizz through, with more than 900 finely-crafted screens to admire on the way. Gameplay's traditional platform pick-'em-up and offers nothing new in the originality department. Pick up the crates scattered around the landscapes and throw them at the weasels. Access, seemingly out-of-reach ledges by using bouncing balls as trampolines.

The simultaneous two-player option sounds like a great touch but it means two players have to buy the cart — definitely something I don't recommend. *Titus the Fox* is a very average game, only the excellent presentation stops it from falling into the instantly forgettable category. A disappointment **ROB 63%**





# N-Force



Oops! Where are my brakes? *The Duel: Test Drive II* is an all-action racing game. It's so fast, I've been a giggling wreck since I played it and now I'm unable to go near a car without shaking! With several tracks to choose from, zoom around the place menacing armless motorcyclists and being a darn nuisance to other drivers. The graphics and animation on some of the vehicles are suspect in places, but are mostly pretty convincing, especially when you do nasty things like hitting cows on the side of the road — and yes folks, they actually moo as you splat them! The high-speed sounds and constant squeal of brakes, make this a very convincing racing sim. It's a pity there isn't a two-player option though.

ROB 72%

## Producer

Ballistic

## Players

2

## Price

£TBA



Each car has a different dashboard layout but all of them go like the clappers. It's a good job really, as most of the time is spent dodging police cars.

## N-RATING



### VISUALS

68

### SONICS

69

### PLAYABILITY

74

### LASTABILITY

76

## FORCE

71



Oh dear, it's the police! Better pull over and see what he wants.



He's an ugly bugger isn't he? Just wait and hope he's in a good mood.



Oh drat! A speeding ticket. That's another one to add to the pile!



What's it all about then? Tight arse the fox? Oops, I mean Titus — original name from a company called (wait for it) Titus Software! The bushy-tailed rascal looks brilliant on the small screen. Large detailed sprites full of character and some great backgrounds make up the platform action. The trouble with many platform games at the moment is they never do anything new or exciting.

This is the trap *Titus the Fox* falls into. We've seen it all before, but if you fancy an attractive platformer then check this out!

NICK 61%

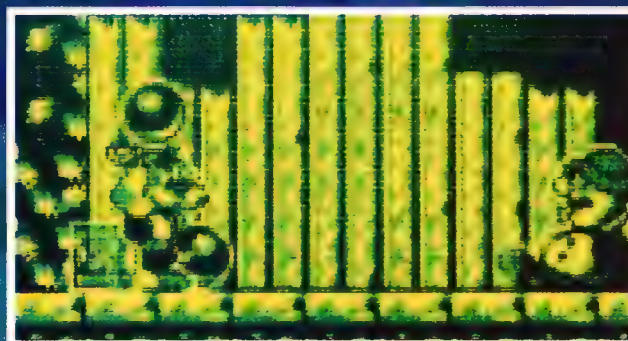


Be on your guard. You never know what's going to jump out on you.

## FORCE FAX



**T**itus the Fox is produced by the same company which put together *The Blues Brothers* games on both the SNES and NES.



Along the way, Titus faces many evil nasties. But never fear, he's armed with a barrage of balloons to defeat them with.

## Producer

Titus

## Players

1

## Price

£24.99



## N-RATING

### VISUALS

76

### SONICS

49

### PLAYABILITY

65

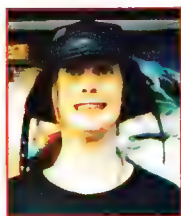
### LASTABILITY

60

## FORCE

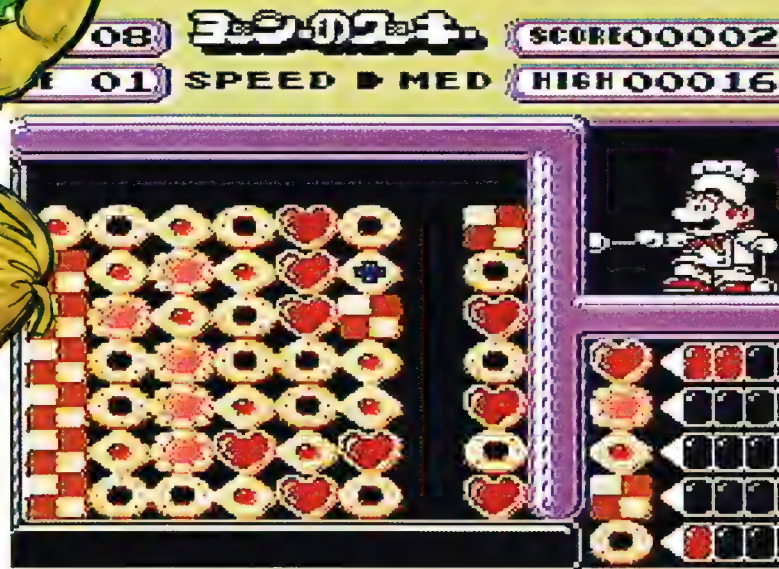
62





**While waiting for the next Mario game, the little Italian plumber gets a part-time job in a biscuit factory. Are things really that desperate. ROB**

**investigates.**



Aargh! The cookies have almost reached the top of the screen, meaning it's almost game over. The only chance of survival is to get a matching row, quick! If the column coming from the right is rotated horizontally, there is a line of checked cookies.

# YOSHI'S COOKIES

**H**ow much madcap fun can you have in factory full of cookies? Well, when Mario and Yoshi are involved you expect lots but unfortunately, this title is a bit of a soggy biscuit.

Both the NES and Game Boy versions play identically (apart from the two-player option) which is great news for handheld owners but must really upset 8-bit players who have to fork out an extra £15 for the privilege of playing in colour and using a joypad.

At first, the action is a bit confusing, but play a couple of stages and you soon get the idea. The aim is to form a row of matching biscuits as they scroll

across the screen vertically and horizontally. Each matched row disappears. Complete the set amount of rows for the level and you move onto the next round. Controlling the line of biscuits is easy: [A] speeds up the line of cookies and [B] allows you to jiggle the cookies around to form horizontal and vertical lines. A meter at the side of the screen shows the number of lines required, how many you've collected and your current score.

## Crumbs!

There's an optional two-player mode on the NES version pitting Mario against the mighty Yoshi. Up to four Game Boy players can join in using the Game Link — but that means buying a cartridge each! There's a choice of ten increasingly difficult rounds, a speed

## Repetitive gameplay becomes boring

option to add extra difficulty and a choice of catchy tunes that are guaranteed to have you singing your own made up words in seconds. Chris came up with the classic 'I'm a pink toothbrush, you're a blue toothbrush' but I preferred my 'Once there was a silly old ram...' — look out for that in next month's top ten!

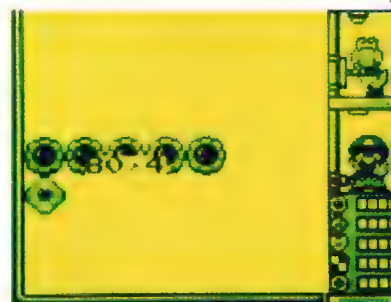
## I recognise that biccy!

Although I tried desperately to like *Yoshi's Cookies*, the repetitive and unimaginative gameplay quickly bored me. The inclusion of Mario and Yoshi makes this much more charismatic than *Tetris* but it's nowhere near as playable.

I admit I was impressed with the first few levels but the rambling gameplay just doesn't go anywhere!

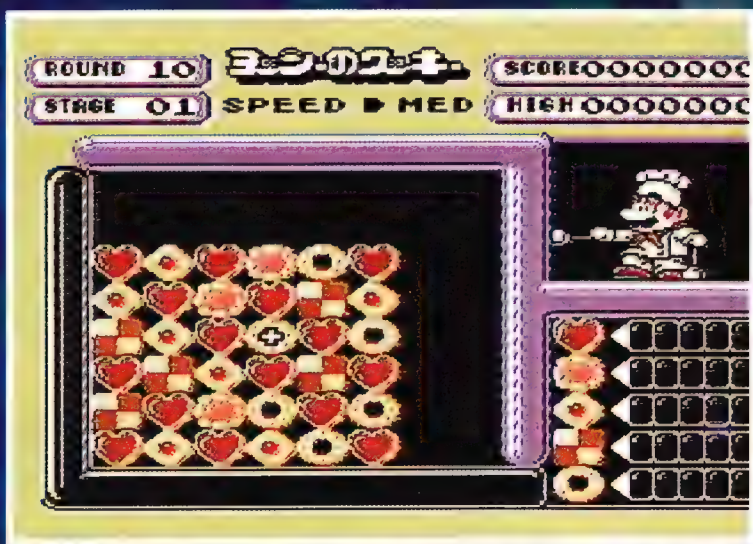
Round Three is exactly the same as Round One — gameplay remains the same throughout, only the rate at which the biscuits drop alters.

If you're score freak this is compulsive playing but those who like variety should look elsewhere. After months of eager anticipation this is a bit of let down. **ROB 69%**



At the beginning of each round, the lines of cookies fall very slowly.



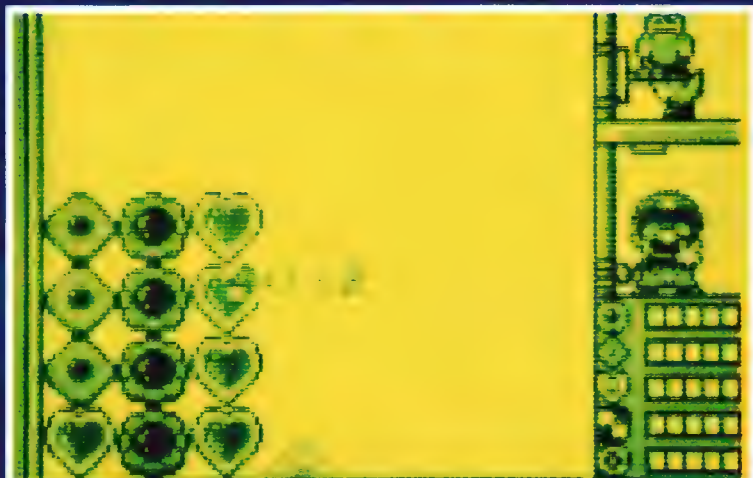
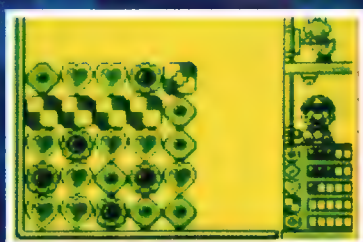


Get as far as Round Ten and the action really speeds up. Keep the line down by rotating the cookies to form a vertical line of circle-shaped cookies on the far right column. Better be quick though, time's running out!

## FORCE FAX



**F**orm as many lines as possible at the beginning. This helps keep the number of cookies down.



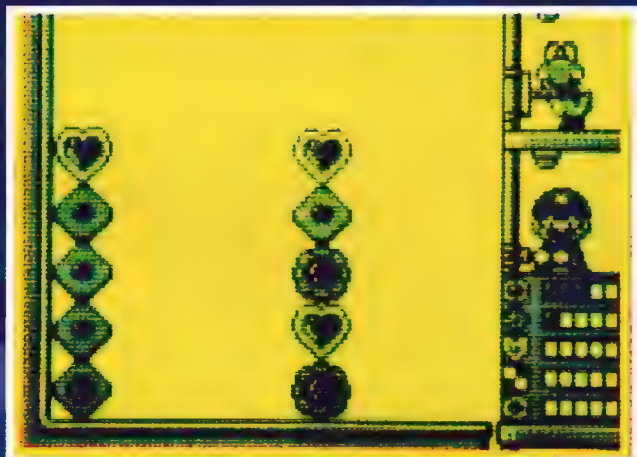
This is an ideal situation. There are only a few cookies on screen and the columns of heart- and circle-shaped biscuits are about to disappear. Keep up the good work!



Yummy! Yummy! I can honestly say I've never seen so many wonderful biscuits in one place before! You know me and Mario games by now, I just love 'em. Sadly, this one is not up to the high standard of the rest. It's great for the first ten minutes but I kept waiting for something different to happen and it never does. As puzzlers go, it's very similar to the original *Yoshi* and that old chestnut *Tetris*. Besides the obvious colour difference (and the price!), there's very little to separate the two versions. The simple controls work well and the graphics are excellent. The soundtrack is as catchy as ever and it's almost impossible to get it out of your head for the next few days. But I can't help thinking Mario fans, like me, may be just a little disappointed with this. Cookie chompin' laughs but a bit thin on the ground

**NICK 73%**

Poor old Mario! He's so skint he has to take a part-time job as a baker — nice uniform dude!



Yoshi seems to have put on weight. Must be all those biccies!

**Producer**  
Nintendo

**Players**  
1 or 2 (NES) 1 to 4 (GB)

**Price**  
£39.99 (NES) £24.99 (GB)



## N-RATING

**VISUALS** 71

Some visuals of Tetris and Mario in the background.

**SONICS** 68

Typical Nintendo soundtrack, which tends to grate after a while.

**PLAYABILITY** 70

Easy to control, but the controls are a bit awkward in some.

**LASTABILITY** 67

The increasing difficulty level, but playing with a little knowledge after a while.

**FORCE** 70

The greatest Mario title of the year, but not the best of the year.



# KUDDLY KONIX!

Need some trendy stuff for your Game Boy? Fancy a new joystick for your NES? Take a look at the latest offerings from peripheral specialists, Konix, and see how they shape up to the N-FORCE bench test.

● Each product is rated out of five



## Konix Speedking £14.99

The Konix Speedking fits comfortably in your hand and plays like a dream. It's small and portable with no unnecessary bulk, very accurate to use, and is, for my money, the most versatile 8-bit joystick on the market.



## Power Pad £15.99

A great pad with high durability, this is a joy to fold. Goodbye wobbly thumb and blisters, the ergonomically crafted body is kinder on the hands than Fairy Liquid. Sharp responses and hard wearing buttons, coupled with turbo and auto-fire options and a slow motion switch, make this an ideal purchase.



## Amplifier £9.99

Way-heh! Pin back your ears because the Game Boy now has external stereo sound. The amplifier, moulded in light grey plastic to match the baby green screen, houses two speakers that pump out the volume. It attaches to the base so snugly, that if it wasn't for the top-notch sound, you would never know it was there.



## Holster £9.99

This is a natty little extra for all you Game Boy fiends. If you're forever dropping the poor little fella, this saves him untold injury — and you the price of a new handheld! The holster fits like a protective shell, providing cushioning from shock impact and giving extra grip so, even if you fling it across the room in a fit of rage, it should remain in perfect condition — ours did! The only niggle is turning the power on and off can be a little tricky.



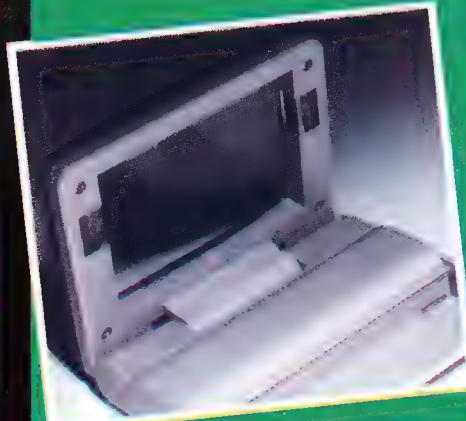
## Car Adaptor £7.99

This is ideal for travelling games players but of limited use to those with their feet planted firmly on the ground. The adaptor plugs into your car's cigarette lighter, providing extra hours of fun and no wear and tear to your batteries. Make sure get permission first though, or you might get a cigarette stubbed out on your handheld or worse still, the unsuspecting driver might try to inhale your copy of Tetris! This is an excellent idea, ideal for long journeys but no good if you ain't got a car!



## Light Magnifier £8.99

Magnifiers are still on the market at the moment and with such a wide choice, it's nice to be able to recommend one. The Konix Light Magnifier is durable, offers clear and precise magnification and the built-in light gives it the edge over its competitors. Consider this with great value for money and you can't go wrong.

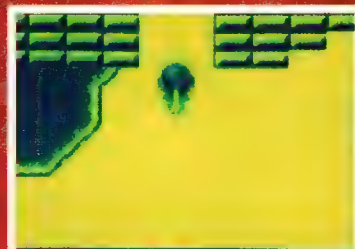




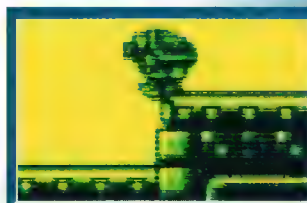


Max is a leap-around shoot-'em-up with lots of comical touches thrown in to spice up the action. One is Max's suction pad — put to good use scaling tricky platforms. Another is the way pieces of his armour fly off when hit, first destroying his visor then reducing him to his clothes, baseball cap and jet pack. The visuals and sonics are excellent, especially on Stage Two (The Factory Colony), and the animation is incredibly smooth. Unfortunately, it's a little lacking in challenge and the first couple of bosses presented me with few problems. But with gameplay like this you're guaranteed to keep coming back for more.

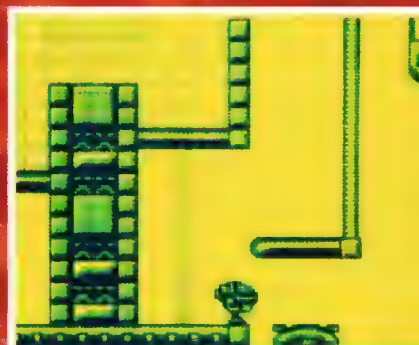
**MAX 83%**



## FORCE FAX



**W**hen you're about to fall down a ravine or a small hole, cling onto a platform above you by pressing [UP].



Jumping on to the moving platform is very tricky. Hit the ledge above and Max tumbles to his death.

**He can fly, swing and ... oops! ROB's a real sucker — maybe someone should tell him the telescopic suction pad doesn't work unless you lick it first!**

**L**ong long ago, in a galaxy far far away... oh honestly, it's always the same. There are always some big bullies invading galaxies and threatening the entire population.

Unfortunately for them, these baddies didn't count on a little boy named Max who fights for justice, freedom and compulsory Game Boys for all kids!

The vile henchman in this story is a nasty piece of work by the name of Draco. This evil scumbag has taken over the seven planets in the galaxy Max inhabits and enslaved the population, subjecting them to torture.

### What a sucker!

Being a super hero, Max sets off on a mission to free the galaxy (the solar system, not the chocolate bar!), armed with a vast array of tricky gadgets, including portable reactors and a telescopic sucker to help with difficult jumps.

Although at first Max seems just another platformer, it contains plenty of playable levels offering great sequences. The telescopic suckers take a bit of practice to master, but serve as invaluable tools for our brave

little chum. Another helpful device is the steady build up of fire power throughout each level, helping Max to kick ass and make the enemy run screaming.

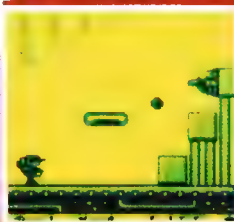
### The Max factor

The twinkling tunes and atmospheric effects complement the action well and graphics are clear if a little sparse. Max's sprite is small but well-detailed and the animation as he leaps from platform to platform is very good. Backgrounds get a little repetitive — the first level is just a series of caverns but persevere the graphics get much better.

Gameplay is slow to start and at times the action is a little tedious. Max is no speed merchant so you have to be patient. Get past the easy early levels though and this cart comes to life. I've been playing all week and I just can't put the damn thing down — it's that addictive!

If you're after a game that's a test of strategy as well as your platform skills then Max is definitely well worth a look. It may not be everybody's cup of tea but give it a try and you'll be hooked — I am!

**ROB 81%**



Just one more gun to destroy. Careful though, one hit and you're dead!



Help! Only a ruddy good suit of armour can save poor Max now.

**Producer**  
Infogrames  
**Players**  
1  
**Price**  
£24.99



## N-RATING

### VISUALS

**80**

Very good in all possible ways, some backgrounds.

### SONICS

**75**

Atmospheric tunes, including some music.

### PLAYABILITY

**84**

A fun game to play — lots of tricky little levels.

### LASTABILITY

**79**

A good challenge but a little slow for experienced players.

## FORCE

**82**

Recommended with a few caveats.



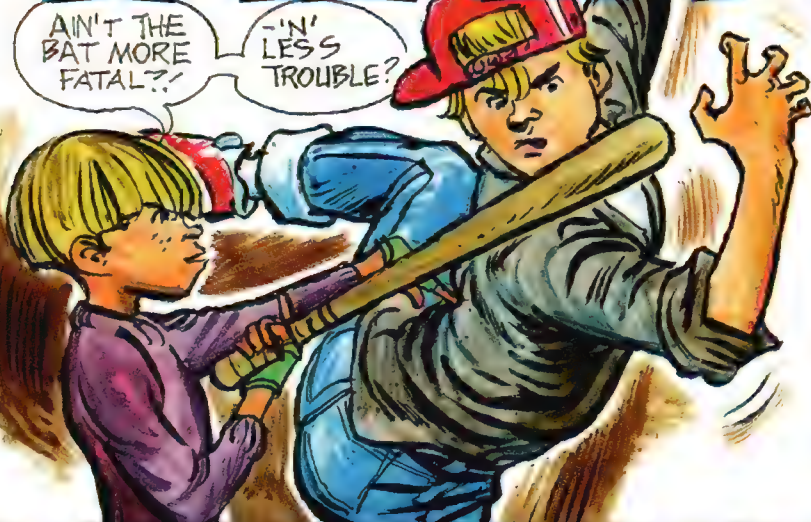


Ere! Did you spill my lemon barley water? Nobody messes with NICK and gets away with it! Even if he is all wet behind the ears!



The Balrog lookalike, Michael Max (on the right of the screen), uses his typhoon punch to great effect.

# FATAL FURY



**T**ake a copy of *Street Fighter II*, water it down and you've got *Fatal Fury*! Take a good look at the characters and you realise they bear more than a passing resemblance to characters from other beat-'em-ups — Sagat from *Street Fighter II*, and Cody from *Final Fight* to name two. In fact, everything about this game is borrowed from somewhere else!

It's the usual story, there's a fighting competition going on among the hard lads in the city. You control one of three competitors: Terry Bogard is a dude with a pony tail and cap, Andy Bogard wears pyjamas and has long

blonde hair and Joe Higashi covers himself with nothing but a hand towel — our female designer loved him!

All have special moves reminiscent of *Street Fighter II* characters, though they're not as varied and very difficult, so you're guaranteed some finger-twisting fun!

## Modes for the masses

There are two game modes: Champion Battle and Street Fight. The former is a one-player game and the latter for two. There are ten sections of the city, each with different backgrounds, so you can commit GBH in a variety of scenes — highlights are the Dream Amusement Park and Sound Beach.

If you like the look of *Street Fighter II* but don't have the cash to buy it, this is a cheaper alternative. However, the characters don't have as many animation frames and moves, there aren't as many of them and... well, it's not the great *SF II* is it? Not a bad beat-'em-up, though! **NICK 72%**

# BEST OF THE BEST

## CHAMPIONSHIP KARATE



A spinning flying-roundhouse kick followed by a claw-fisted upper chop and a hammer backhand — CARL never was any good at ping pong!



**H**mmm, now here's an unusual offering for all you fight fans, a realistic karate combat simulator. The game revolves around the top 16 fighters on the championship karate circuit. After many years of blood, sweat, and eating cold Chicken Chow Mein out of silver containers, you have become one of the elite.

To become champion, you need to master the many punches, kicks and defences that are available. Each

fighter's energy is represented by four spotlights above the canvas. As a fighter grows weaker, so his lights dim.

Visit the gym at any point during the game to build up stamina, increase power and train your reflexes to razor precision. Lean, mean and as fast as sheep in a mint sauce factory, you're now ready to take on the *Best of the Best*.

## Hai-yah!

Rather than having a set number of attacks, there are 53 (count 'em!) moves available and you can program any 13 into the joypad for any bout. Each joypad position gives a different move, hold [B] and you get a completely different range — wicked!

This gives loads of flexibility and endless variety of combination moves. Knowing where each move is takes a while, making practice often more challenging than actual fights.

Having mastered roundhouse kicks, leg sweeps and a deadly range of combination punches, sit back and enjoy the quality graphics and sound.



Reviewed!

76

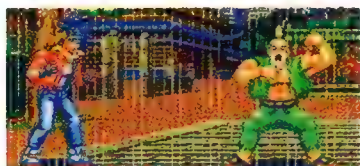




To tell the truth, I was unimpressed with this right from the start. Well, it's got pretty good graphics and a two-player mode — so what's wrong with it? For a start, you can only choose from three fighters, and finding the special moves is pure luck. The other major problem is it's a complete rip-off of *Final Fight* and *Street Fighter II*. The characters, backdrops and even the animation have all been seen before. Add to this average sound and extremely sad effects and you've got a very average, unoriginal beat-'em-up — yuk!

**CHRIS 54%**

■ **Producer**  
Tadpole Amusement Co  
■ **Players**  
1 or 2  
■ **Price**  
£55.00  
■ **Supplier**  
Krazy Konsoles  
Tel: 0422 342 901



## FORCE FAX



**H**old down a combination of keys on the title screen to play any of the characters that crop up in the game! Tune into Ace's High for more details!



Terry Bogard's special attack is similar to M. Bison's Power Glove. The Duck King (on the right) manages to block it and prepares to counter.



At first *Best of the Best* seems like a rather average sporty beat-'em-up, but get into the options mode and there's a goldmine waiting to be discovered! There are loads of moves and plenty of ugly fighters with varying degrees of hardness. The graphics are great, the referee looks like Mario in twenty years time. The sound and FX are equally as good with lots of grunting and groaning as each player is smacked around heaps. Don't judge this too hastily, it's thumpin' good fun.

**ROB 72%**

■ **Producer**  
Decro Brain  
■ **Players**  
1/2  
■ **Price**  
£44.00  
■ **Supplier**  
Krazy Konsoles  
Tel: 0422 342 901



enjoy the quality graphics and sound. The animation of the moves is smooth and accurate, giving a real feel to the game.

The gruelling training sessions, competition bouts and bare-knuckle fights, make this an absorbing game for one. With two players it's absolutely great. There's nothing like landing a sickening upper-cut right into a friend's stomach, knocking him to the canvas and out of the game! More of a martial arts simulator than an arcade game — it's a knockout!

**CARL 80%**



Good shot! Your opponent's struggling to beat the count.



He gets to his feet but he's on his last legs. He can't last long...



... sure enough, that kick to the ribs puts him on his back again and this time it's lights out. The crowd look on in silence as the ref finishes the count.



## N-RATING

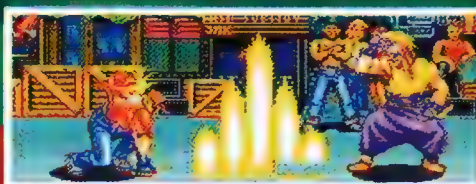
**VISUALS** 84

**SONICS** 60

**PLAYABILITY** 60

**LASTABILITY** 65

**FORCE** 63



## N-RATING

**VISUALS** 83

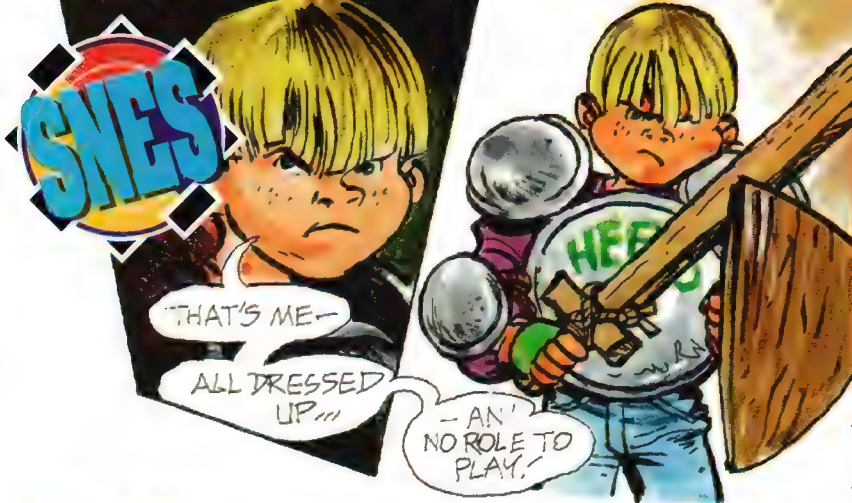
**SONICS** 72

**PLAYABILITY** 82

**LASTABILITY** 81

**FORCE** 76





# DRAKH



**Cast your mind way back. To a land of dungeons and dragons, when monsters roamed free and ale was dirt cheap. NICK gets lost in time!**

**W**orld peace is disrupted. The great magical Drakkhen has been captured and Dragon Princes have taken over the kingdoms. To restore peace and tranquillity, a small band of magicians, soldiers and scouts must visit each prince and put the world to rights. Many mysterious dangers lie ahead, evil beings as yet unseen by mortal men. But don't worry — be happy!

The majority of role-playing games

use small, undetailed sprites with lavish backgrounds to tell a story. *Drakkhen* takes a new approach, using a combination of three-dimensional polygons and grainy-style illustrations and sprites.

### Play away!

The 3D graphics are stunning and there are some great touches. Wandering around the vast landscapes watching the sun slowly set on the horizon and

the stars appearing, is a great effect.

If it's options you want, you got 'em! At the start of the game, players can create a unique team of adventurers, enter their names and alter their attributes. While adventuring, select any of the nine icons at the bottom right of the screen to give various options from weapon selects, to talking with monsters — I prefer to slice their heads off!

It sounds so straightforward but I just couldn't get the hang of *Drakkhen*. I read all the instructions, explored all the options and still only managed to last about ten minutes! I think the first mission is far too difficult. The game also becomes frustrating, as the same monsters reappear each time you move over the same location.

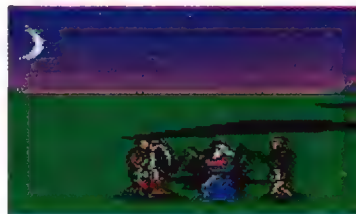
Fans of role-playing games should have a good look before buying. It makes a change from the usual style of adventure but isn't really my cup of tea!

**NICK 68%**

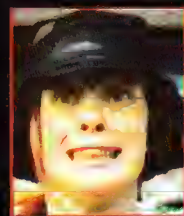
## FORCE FAX



**M**ake sure you check every room. Most of the items and clues are well hidden, so be thorough.



# TERMINATOR 2



**Are you John Connor? ROB spends an afternoon with Arnie and a molten T-1000 and still manages to come out smiling!**



## THE ARCADE GAME

**N**ow call me old fashioned if you will, but I think if you start mucking around reprogramming a Cyberdyne Systems Model 101 T-800 Terminator, then you're asking for trouble. You see, they're so temperamental. One slip of the screwdriver and you've got a flippin' mental automaton running around sticking its nose where it's not wanted.

### The Sky-net's the limit

For those unfamiliar with the T2 story, here's the low down. The big bad guys at SKYNET are at it again. They've sent a new Terminator (the T-1000) to kill the Resistance leader, John Connor. The wacky behaviour begins when the Resistance reprogramme the T-800 (the machine from the first film) to protect them from SKYNET and the T-1000.

*T2: The Arcade Game* has two huge and action-packed missions. Both are very tricky and had me throwing the Game Boy across the room in frustration.

The main weapon is a machine gun with limitless ammunition, although it overheats and slows down if used constantly. To stop the gun jamming, collect a special power-up to cool it down. You also have a rocket launcher for dealing with the tough enemies and the level bosses.

Although gameplay is simple, the action is very difficult — probably for the best as there's only six levels. If you liked *T2: Judgment Day*, or just fancy an absorbing shoot-'em-up, this is sure to have you jumping for joy. The future of the world rests with you. Good luck and hasta la vista, baby!

**ROB 78%**

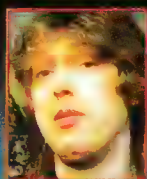


# KHEN

■ **Producer**  
Infogrames  
■ **Players**  
1  
■ **Price**  
£49.99



This is the healing palace. Enter the shrine and your health is increased.



RPG fans rejoice, at last here's a REAL role-playing game, not the simple problem solving of *Zelda* but an interactive adventure modified by the physical attributes of the party of adventurers. Okay, so it's not perfect but there are plenty of nice touches such as creating your own characters and assigning values for power, agility, intelligence, knowledge and physique. The graphics are a bit rough around the edges but this is still one of the best, and certainly one of the deepest RPGs around.

CARL 73%



**N-RATING**

**VISUALS** 74  
A commendable improvement on the previous N-Force games.

**SONICS** 71  
A commendable improvement on the previous N-Force games.

**PLAYABILITY** 68  
The first time it's been a game, but it's a good one.

**LASTABILITY** 76  
It's a game, and it's a good one.

**FORCE** 70  
An old mixture of good, bad, graphics and very little gaming.



When I heard the arcade version of *T2* was out on the Game Boy I could hardly believe it. Surely LJN couldn't fit all the brilliant graphics of the original coin-op onto the tiny portable. Well believe it or not, they have! The graphics are incredibly detailed, almost identical in feel to *T2: Judgment Day*. However, I found them a bit dark, leading to all kinds of problems distinguishing power-ups from my own friendly troops. I'd blast away in a frenzy, only to realise I'd just wiped out the entire human Resistance. This aside, the *Operation Wolf*-style gameplay is very good. The layout is very simple: [A] fires the main gun and [B] controls rockets on Level One and the Grenade Launcher on Level Two. A big problem is the lack of lastability. Some may complain at the lack of levels, there are only six, but with a difficulty setting like this, even experienced game fiends have their work cut out. If you want an all-action shoot-'em-up with bags of class and a stunning soundtrack, this is the one to go for.

CHRIS 84%

■ **Producer**  
LJN  
■ **Players**  
1  
■ **Price**  
£24.99  
■ **Supplier**  
Krazy Konsoles  
Tel: 0422 342 901



**N-RATING**

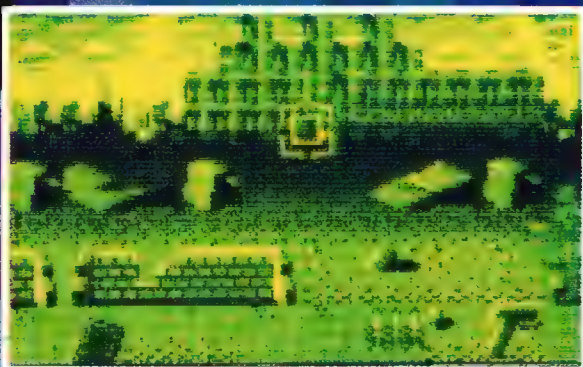
**VISUALS** 80  
Amazingly detailed graphics with realistic animation.

**SONICS** 85  
Sound great and there's a lot to enjoy about the graphics.

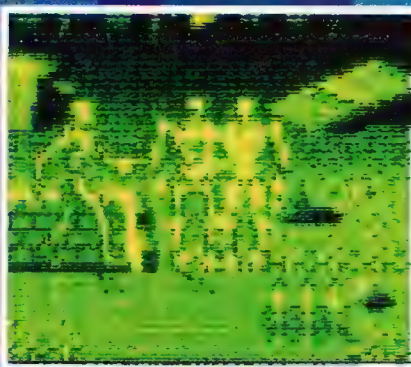
**PLAYABILITY** 76  
Slightly too easy but on the whole, a good game. A bit on the tricky side, but you get used to it.

**LASTABILITY** 85  
Although there's a lot of fun to be had, they're not enough to make this very lastable.

**FORCE** 81  
A well-implemented and fun shoot-'em-up.

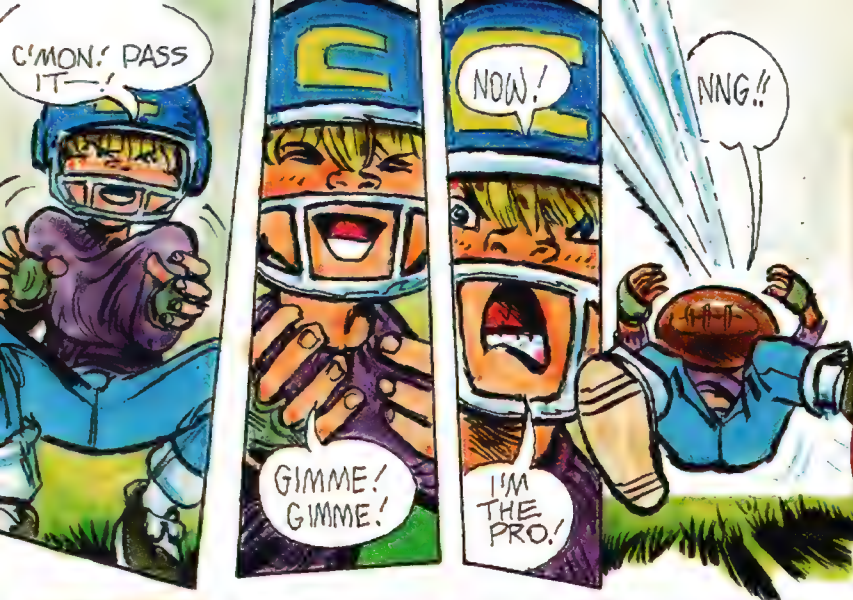


Whenever there is a break in the action, shoot the power-ups at the bottom of the screen. The icon on the right cools the machine gun.



For maximum damage, aim at the terminators' heads. Body shots kill them much more slowly.





# PRO QUARTERBACK



**Down, set! Hut! Hut! Hut! Ooooph! Pass the pig skin man, it's Monday night and time to run for daylight. CARL huddles up for a Hail Mary.**

**T**he American football season has drawn to a close and the Super Bowl is just a faded memory. But can we escape all the razzamatazz and glitter? Not a chance!

The latest American football sim to take the field is *Pro Quarterback*. It's the first game to use the powerful Mode 7 scaling abilities of the SNES to

present the player with a first-hand view of the football field — well, it's more like the referee's perspective from the backfield but it's very impressive.

Unfortunately, you don't see the whole pitch, only the centre section, which is both confusing and frustrating — you have to scroll left and right to

bring the touchlines into view. Despite this it looks good — until the sprites move that is!

## Incomplete

There are too many problems in this game to outweigh the innovative use of custom graphics. Animation is mostly poor with few exceptions, gameplay is very tricky and in two-player mode it's easy for an opponent to guess the play you've picked!

Options are the usual one-player play offs and two-player head to head and work well. However, because of the disorientating perspective it's hard work playing three or four games in a row, let alone a complete series.

Add to this rotten sprite flicker, plus a slow change of control system to the man closest to the ball and what's left is a great attempt at a new-look football game, but one that lacks the quality we expect from SNES games. Full marks for effort, better luck next time!

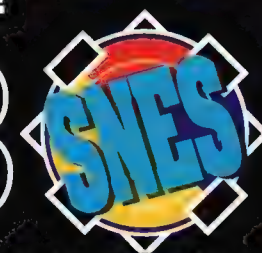
**CARL 68%**



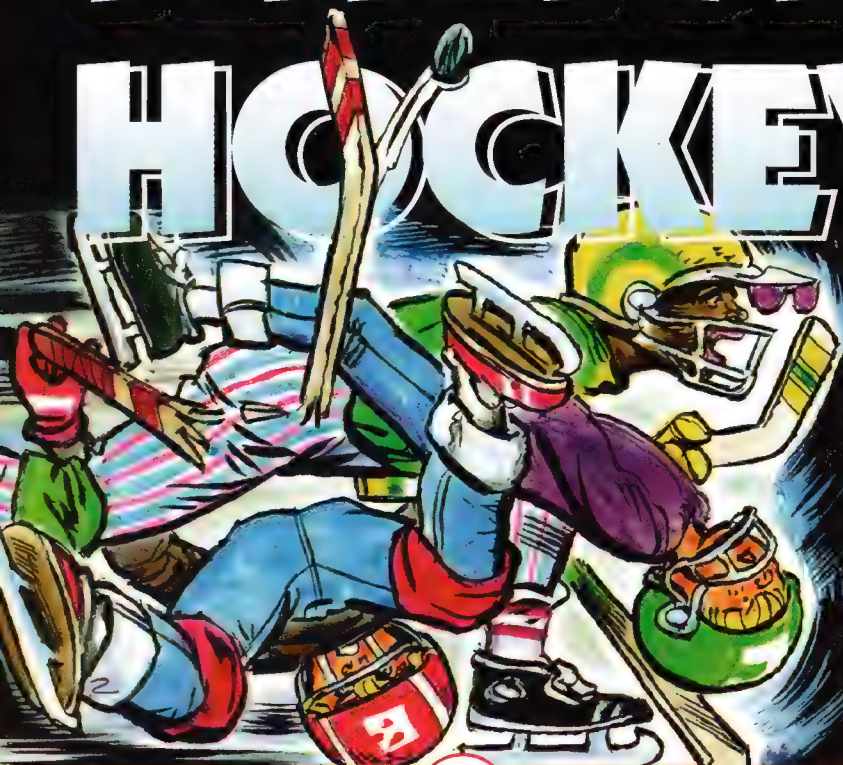
It's first down for Tampa (in orange). The player controls the quarterback and the receiver indicated with an arrow.

# NHLPA

# HOCKEY '93



**Hockey... isn't that a girl's game? Aaaargghh! CHRIS opens his mouth once too often and gets a puck rammed down his throat!**



**T**here are some completely nutty games around but ice hockey takes the biscuit. Grown men with IQs equal to their number of false teeth, spend three periods armed with big sticks smacking the crud out of each other, under the pretence of trying to get a deadly piece of cast iron into the back of a tiny net — they've got to have a screw loose!

Apparently there are rules but they're few and far between. And what happens if you're caught slicing someone's throat with your ice skate? Something horribly nasty? Oh no, you get to come off the freezing ice and sit in a nice warm booth for a couple of minutes — crazy man!

As far as capturing all the violence and excitement of ice hockey this game's spot on. There's plenty of physical challenge on and off the ball and there's even a battle mode giving the player control of punch ups — wicked fun! In fact it's such a laugh I forgot all about scoring goals and spent my time looking for fights — we didn't win many games but we're the toughest bunch of psychos in the league!

## Ice, ice baby

I was a little disappointed with the graphics. There's no real improvement over previous versions of the game. I found the scrolling jerky and the sound

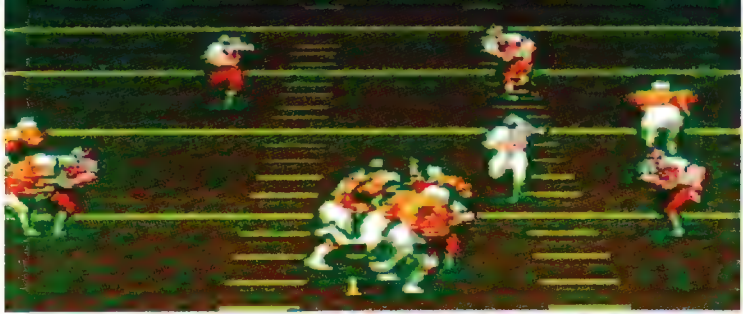
**Reviewed!**

**80**

**N-FORCE**

**CH '93**





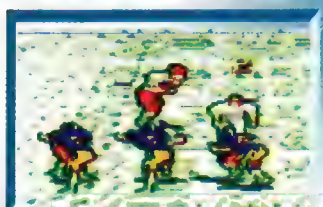
There's chaos as the running back prepares to charge right. Uh oh! The defence are coming on a blitz — this could be nasty!

■ **Producer**  
**TradeWinds**  
 ■ **Players**  
 1/2  
 ■ **Price**  
 £12.99  
 ■ **Supplier**  
 ET&A



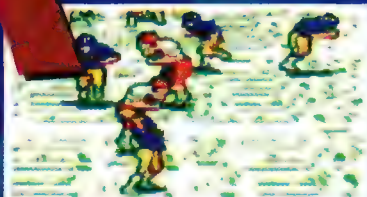
# ERBACK

## FORCE FAX



**O**ne play that works most of the time is a Flare right. Choose the inside right receiver and give him enough time to cut across field before throwing the pass.

In this icy battle, the LA quarterback is about to unleash a pass to the receiver.



Wow! The minute I saw this game, I couldn't believe my eyes. The graphics are unlike anything before, with the magnificent mode 7 effects providing stunning viewing. The trouble is, despite the innovative visuals, the gameplay isn't up to scratch. Passes are too difficult too complete and it's hard to control players. As it's not an NFL sanctioned game, real teams and players aren't used. Although the two-player option is far more fun than the frustrating one-player game, when all's said and done, this is an interesting, though below par, American football game.

**CHRIS 65%**

## N-RATING

**VISUALS** 81

**SONICS** 74

**PLAYABILITY** 69

**LASTABILITY** 61

**FORCE** 66

effects are very basic — an occasional organ riff as the action hots up and this background noise that sounds like the dolphin tank at Sea World!

It's not the easiest game to get into despite the simple controls — getting shots on target and stringing together more than two passes takes a while, but persevere.

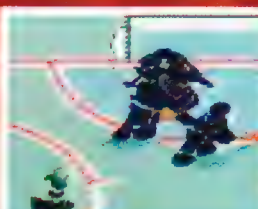
What makes the game is the depth of options. There are play offs for the solo player, head-to-head battles for grudge matches but by far the best is the team-mates option — join a pal and test your collective skills against the best teams in the National Hockey League.

All the official teams and players are here adding an extra touch of authenticity. If you like your sport sims rough and tough, this is right up your street. It doesn't look or sound particularly brilliant but you're guaranteed months of fun!

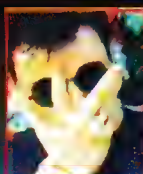
**CHRIS 82%**



Goal! To score, fake a shot and when the keeper moves, slip the puck under him.



■ **Producer**  
**Electronic Arts**  
 ■ **Players**  
 1 or 2  
 ■ **Price**  
 £39.99  
 ■ **Supplier**  
 Zonetec Ltd  
 Tel: 081 471 4810



I'm not usually a fan of sports sims but I really enjoyed having a bash with *NHLPA Hockey '93*. The graphics are nothing amazing to look at but they serve their purpose and there are some great sounds as you play, with grunts and grating ice — pity these effects have to be interrupted with an awful tune! Gameplay is quite haphazard with lots of barging and foul play going on — most of the time is spent pressing the buttons in an attempt to move the right way down the ice! There are plenty of neat touches to keep players addicted including action replays and full blown fights on the rink!

**NICK 76%**

## N-RATING

**VISUALS** 80

**SONICS** 60

**PLAYABILITY** 83

**LASTABILITY** 83

**FORCE** 79



The face off is displayed in glorious close-up. Watch out for a flying puck!

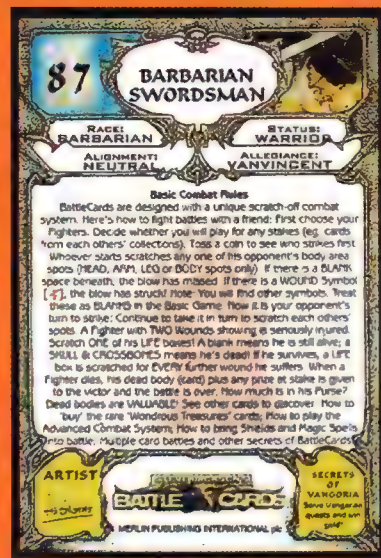


# JOIN THE BATTLE



Basic instructions on the various ways the Battle cards can be used is printed on the reverse. Score hits by scratching off the silver overprint on the shields, revealing either a blank — no hit — or symbols (as in the second and fifth shield in the close up below), which mean each mean something vital. The artwork for the Battle Cards has been produced by several well known fantasy illustrators, like Les Edwards. If you think you can produce something as good, check out our art competition on the next page.

**Forget the feeble football stickers, the hottest craze in collectable trading cards are mean, moody and absolutely free with N-FORCE. Thanks to Merlin you can start collecting Steve Jackson Battle Cards beginning with this issue's starter pack free on the cover. Wanna know more? Check this out...**



Long, long ago there existed the distant land of Vangoria which, until his recent death, was ruled over by the Sorcerer-Emperor Vanger.

The only heirs to his throne were Vangor's triplet sons — each exactly the same age. As there was no eldest to take the throne after Vangor's death, the three jealous triplets fell upon each other and Vangoria became divided. Each son claimed what land he could and a long and bloody war ensued.

To the east, separated by the Jham Peaks, are the Darklands inhabited by the undead minions of the Lord of Darkness, and further west by the Hill Goblin tribes.

South west of the Darklands is Quaine, inhabited by noble Prince Galliant and his band of brave knights who fight against the evil Sorcerer lord Vengeance and his terrible creations.

Throughout the eastern territories

live the Barbarian Warriors who remain in constant tribal conflict. In the south is Zittonia an evil province ruled over by the equally evil Zheena Nightshade, the High Priestess of Gargantua, the god of evil.

But her time is coming as Aragon Trueblade and the forces of truth begin to break her.....

## Get the set

This then is the story of Battlecards. The complete set of 149 cards includes 97 of the heroes, villains and strange creatures inhabiting Vangoria. The other cards feature Magic spells, shields, special quests, advanced rules and games to play using the Battlecards system.

The object is — as with most trading cards — to collect the set. But as well as swapping, use them to create historic fights. Battles to the

death in the world of Vangoria are a vital feature of Battlecards!

Battles are made possible by the scratch-off ink found on most lottery tickets. Scratch off the spots and there are various symbols relating to wounds, magic, spells etc.

By following the simple rules, Battlecards allows different cards in the set to fight each other to the death.

Fights between two cards isn't the only the only feature of Battlecards. There are ten quest cards which are puzzles solved by either searching through others to find hidden symbols

or by studying the text or illustration.

Take the 'Rings of Harrak-Barr' for example. The quest is to find the rings stolen during the siege of Vangor's capital Constantia. Locate the cards that have a ring printed on them and there are five to collect.

Complete a quest and claim a reward. Send your card to the publisher and in return you're sent a currency note, used to purchase the rare Wondrous Treasure cards — there are eight to collect. But these are very rare and obviously don't appear as often as the others.



**MERLIN**  
PUBLISHING LIMITED

Merlin are responsible for some of the best trading card collections over the past few years. Their most recent collections include the Mario and WWF sets.



# E IN VANGORIA





# Competition!



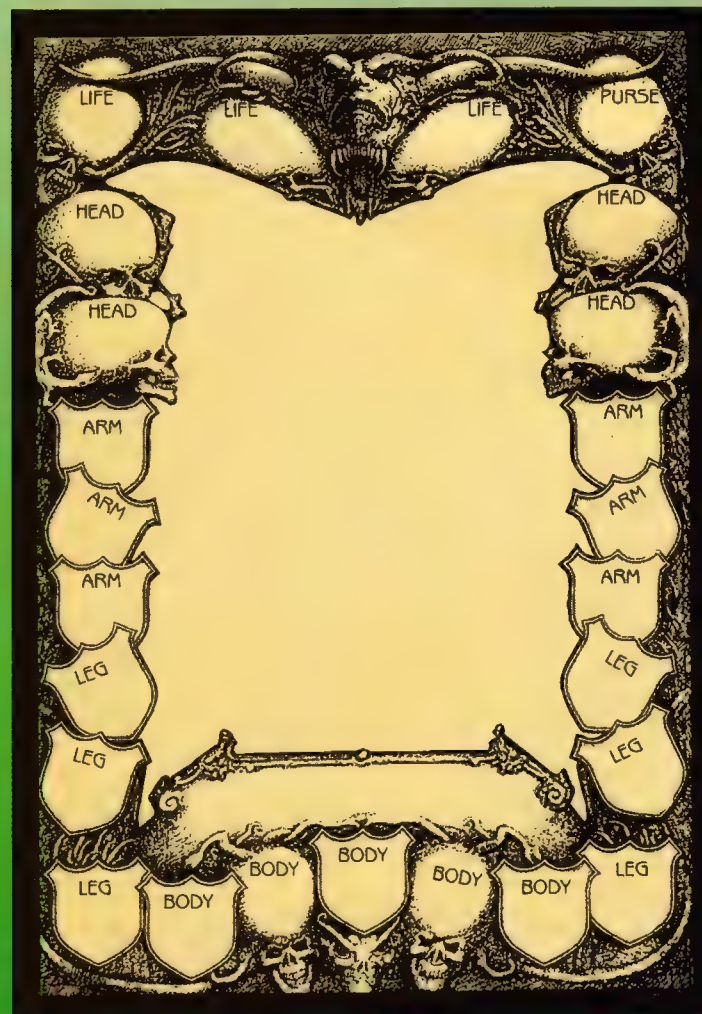
**Hey, listen up you lot! Here at N-FORCE we think the Battle Cards artwork is fantastic, so what we want you to do is to put crayon, marker, brush, oils (or all of them) to paper and design your own Battle Card.**

Use the card outline supplied to trace over (or photocopy if you prefer).

Steve Jackson will make the draw and the lucky winner will receive:

- A signed scroll proclaiming them as the best painter about.
- A signed and framed original N-FORCE cover.
- Your artwork gets printed within the magnificent pages of N-FORCE.

So get scribbling and send your entries (any size) to Battle Card Compo, N-FORCE gallery, Europress Impact, Ludlow, Shropshire, SY8 1JW. Don't forget that the Editor's decision is final because he eats cheese and onion pies and he won't enter into any correspondence because he lives in a dustbin.



## THE BATTLE MASTER SPEAKS

**A long time ago in a land far from here a man changed the shape of fantasy gaming. His names are many — Lord of the Board, Despot of the Dice, The Warlock of Fire Top Mountain — but you can call him Steve Jackson. CARL tracks down the man of many faces and quizzes him on his most powerful creation — Battle Cards.**

**NF:** So Steve, when did you first get involved in fantasy gaming?

Well, from a very early age I was always a games fiend. When I was at school I had a and larger collection of games than any of my friends that's where I first ran.

**NF:** That's Ian Livingstone of *Fighting Fantasy* and Games Workshop fame?

Yes (giggles), he's my long time friend and partner who I met through our mutual fascination with gaming. After school I went to Keele University where I started what I believe was probably the first fantasy gaming society in this country.

After Keele I got a summer job on a beach in Dorset, looking after beds.

**NF:** The feathered variety?

(Laughs) Yes, worse luck! But after they'd migrated to Africa I got a job working freelance for *Games* and *Puzzles* magazine. It was about then I got a call from Ian asking me to come up to London — and that's how Games Workshop started. It was just the two of us, a table and a typewriter in our flat.

Around this time we saw our first copy of *Dungeons and Dragons* and were so amazed and overwhelmed by this game that we set out to promote it. In fact we secured the UK distribution rights for three years with advance orders of only six copies!

That was in 1975 and we opened the first Games Workshop in 1978 to a massive response from the public.

**NF:** And the rest as they say is history. So how did you get the idea for Battle Cards?

My fascination goes back to when I was in Canada as a child and I collected baseball cards. I was mad on them and still am. I used to spend all my pocket money on the things. I came back to the UK when I was eleven and was devastated to find that there was nothing like them over here.

It wasn't until Games Workshop was running and we were looking around for ideas that I thought about trading cards of my own but with a difference.

**NF:** What sort of difference?

People would be able to play games with them, they'd form an adventure through a fantasy land of heroes, quests, magic, good and evil. On the other hand you could just collect the set if you wanted to.

Anyway I came up with the basic idea in '83 but we'd got so much else going on at the time at Games Workshop I filed it away for future reference. Then about a year and a half ago I had just finished a project and was looking for something to do, so I went into the file and out came Battle Cards.

**NF:** Do you see a version on a Nintendo system?

I think the games would transfer well to a console but there are no plans at present. However, if anybody out there is interested in putting it together I like the idea (Pauses). Yes, why not?!

**NF:** Do you play any Nintendo games?

I really like *Lemmings*, but I've got a PC and lots of other systems too. Yes, I play quite a lot of computer and video games.

And with that he disappeared into the night leaving not a trace behind.





# POPULOUS

The blue bar represents the amount of faith the minions have in your powers as a God. The enemy's power is in red.

**P**opulous is the kind of game guaranteed to bring out the God-like wrath in anyone. The object is to maximise your minions' faith in you by flattening land so they can build loads of huts and castles and spread the word of what a wonderful God you are.

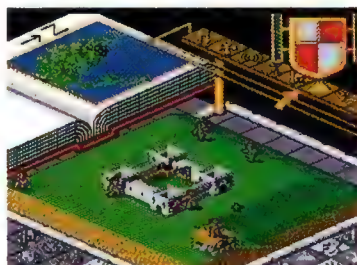
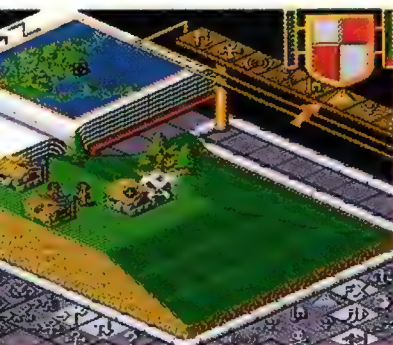
The only problem is your opposite number (the Devil) has equally avid followers who are rapidly increasing in numbers as well.

Try to get as many disciples as possible so you can use their faith to overcome evil once and for all. The

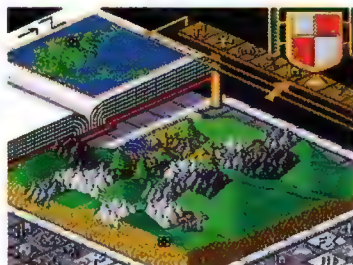
more faith they have the stronger your power allowing you to inflict disasters on the enemy such as floods, earthquakes and eventually Armageddon — destroying evil forever!

The graphics are very good and in-game sounds are very weird — best compared to a 16-stone gorilla heavy breathing down a telephone!

If you like a test of strategy, *Populous* is an excellent choice. Gameplay's slow and at times tedious but it's very addictive, and once you get the hang of what's going on the lastability is very good. **ROB 76%**



As population increases, the residents build castles instead of isolated houses. Castles are much easier to defend!



Unfortunately, a lot of land is mountainous. The faster you can flatten it, the quicker the population grows.

Imagineer	£33.99
<b>VISUALS</b>	<b>81%</b>
<b>SONICS</b>	<b>63%</b>
<b>PLAYABILITY</b>	<b>78%</b>
<b>LASTABILITY</b>	<b>84%</b>
<b>FORCE</b>	<b>76%</b>

# QUATTRO SPORTS

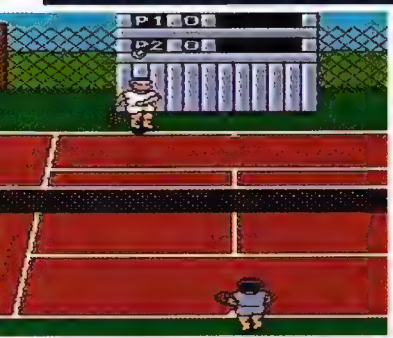
I tend to get a bit wary of carts with more than the usual one game on them. There have been plenty of lame ducks crammed with as many games as possible at the expense of quality and gameplay.

But Codemasters deserve a pat on the back for the *Quattro Sports*

pack. Four games on one NES cart, including a great baseball sim and a reasonable football game.

Put your sun-glasses on (yep, it's another of those very bright gold-coloured carts) and it's straight into a selection screen to choose between *Baseball Pro*, *BMX Simulator*, *Soccer Simulator* and *Pro Tennis* — all with a two-player option.

*BMX Simulator* is probably the weakest of the lot with very difficult controls and limited playability, but



grab a mate and the baseball sim keeps you going for ages.

While it doesn't have the depth of some of the more recent NES games, with a mate, this is one cart that keeps you interested for ages. It's good fun, and worth the money. **DOUG 72%**



Batter-up! The two-player baseball game is a great laugh.

The BMX sim is the worst of all four games. Follow the obstacle course and dodge the hazards for big points!

Codemasters	£44.99
<b>VISUALS</b>	<b>61%</b>
<b>SONICS</b>	<b>47%</b>
<b>PLAYABILITY</b>	<b>77%</b>
<b>LASTABILITY</b>	<b>81%</b>
<b>FORCE</b>	<b>72%</b>



**R**PM Racing is a perfect introduction to the world of Off Road racing. There's an option mode allowing you to pit your wits on a number of nasty tracks, each one with its own tricky bits — ice, sand and even landmines! There's also a choice of venomous vehicles and various customised parts to supercharge your steel beast.

Get into two player mode and things get decidedly madcap. Drivers doing their best to kill you and testing tracks which have you rocking and reeling all over the place. If you're not concentrating it's very easy to go fly off the edge of a ramp or go smashing into your opponent ending in a wicked explosion and a massive ball of flames!

Controls are dead simple, accelerator and brake — though if you're anything like me you won't use the brake very often! Graphics are impressive but the poor engine sounds are very disappointing.

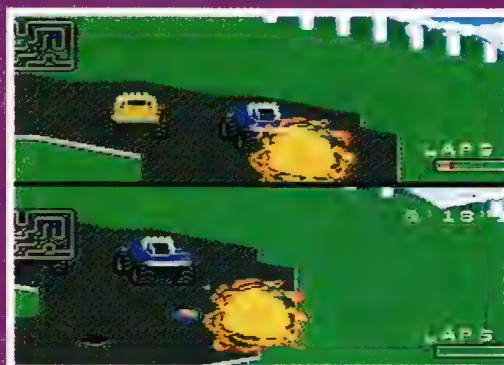
Put it all together and you've got a



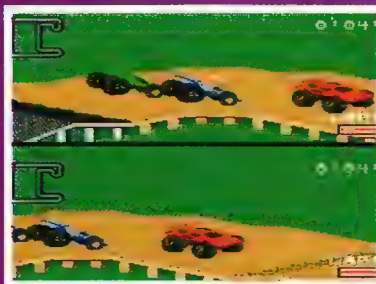
**Stunts galore!** It's high-speed action all the way with the ramp-ridden racetrack making things decidedly tricky. Yehaw!

good attempt at an original racing game. The custom track option adds to lastability but ultimately there's not enough variety to make this a success. If you're looking for a similar type of game, *Super Off Road* is still the best choice!

**ROB 71%**



Using the split-screen view, you can look in the rear-view mirror and watch an opponent turn and burn!



# RPM RACING



Interplay	£44.99
<b>VISUALS</b>	<b>71%</b>
<b>SONICS</b>	<b>62%</b>
<b>PLAYABILITY</b>	<b>57%</b>
<b>LASTABILITY</b>	<b>72%</b>
<b>FORCE</b>	<b>71%</b>

# SNES FIST OF THE NORTH STAR

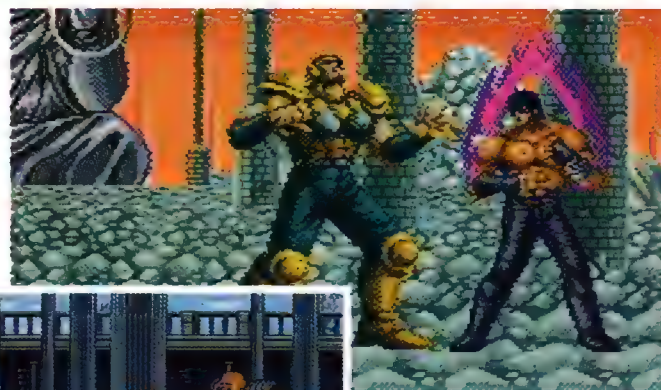
**F**ist of the North Star is another in a long line of never ending beat-'em-ups. It has a two-player option, eight weird and wonderful characters to choose from and various fancy backgrounds depicting strange scenes including icescapes, dilapidated cities and flash palaces.

Controlling each character is straightforward, you also have a few trickier special moves, very similar to

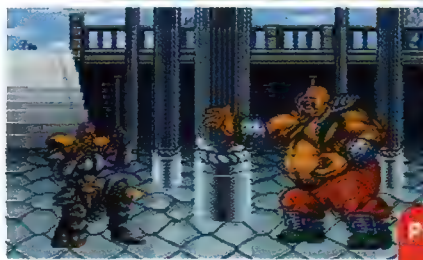
*Street Fighter II*, that require joystick and button combinations. There's the usual energy bar, plus a meter for moves such as shields and lasers.

Graphics are quite good — each fighter's well animated and the backgrounds are nicely detailed. Unfortunately, good graphics don't make a great game and what it has visually it doesn't have in gameplay.

**ROB 68%**



Okay you two, break it up! Using special moves drains more of an opponent's energy. Get him, quick!



The fat-bellied enemy uses his mutated gut as a lethal weapon — nasty!

Producer	£49.99
<b>VISUALS</b>	<b>74%</b>
<b>SONICS</b>	<b>65%</b>
<b>PLAYABILITY</b>	<b>70%</b>
<b>LASTABILITY</b>	<b>65%</b>
<b>FORCE</b>	<b>68%</b>



# SNES ASTRAL BOUT

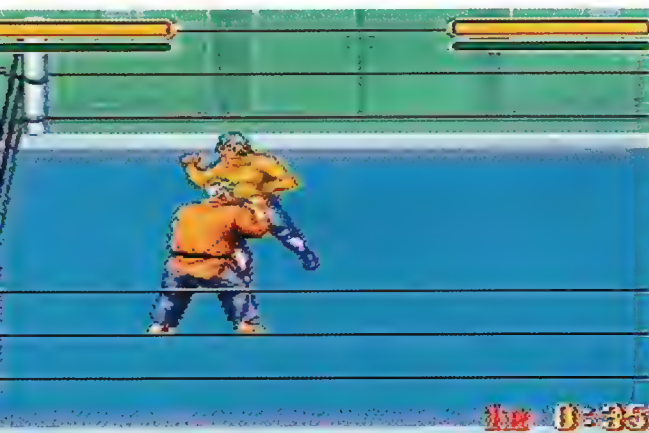
**A**stral Belch would be a better name for this game. Not only is it the worst exponent of graphics, sound, animation and presentation that I have ever seen on any 16-bit system (and many 8-bit machines too) but the gameplay is absolutely vile!

You can choose from a vast array of different fighting styles and characters but don't bother. Play this for more than half an hour and you

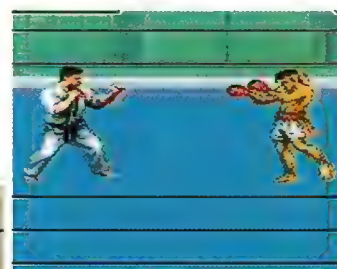
need your head testing. It's rubbish of the worst sort — totally lacking class or style.

Yet another example of software companies trying to cash in on the *Street Fighter II* craze, except that the rest at least make an effort to produce a decent game. Never have I been so embarrassed to own a SNES! Under no circumstances should you consider buying this — it's a steaming vile pile!

**CARL 18%**



Each player's energy is represented by power meters in the top corners of the screen. The yellow bar relates to the upper body and green to the lower body. Go for the green!



Tai boxing and karate (above) are just two of the various fighting styles available. This guy (left) may be old but he's still a hard case. His punch makes a big impact on the opponent's energy bar.



Aargh! This flying attack looks spectacular but it flippin' hurts if you miss. The dude in the swimming trunks is in big trouble!

King Records £49.99	
<b>VISUALS</b>	<b>21%</b>
<b>SONICS</b>	<b>16%</b>
<b>PLAYABILITY</b>	<b>10%</b>
<b>LASTABILITY</b>	<b>11%</b>
<b>FORCE</b>	<b>18%</b>

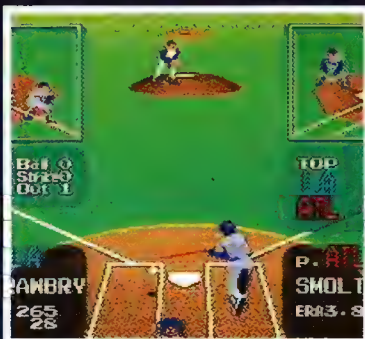


**H**amburgers, cheer-leaders, millions of screaming fans, *Super Batter-Up* has all this and a little bit more. As baseball simulations go it's a bit on the average side. Although the graphics are colourful and well defined, the action is a little awkward to control and, as I'm a totally bewildered by baseball, I had to have a lie down before playing the

next game.

All the profession ball players from the Major League are here so you can choose from a vast array of stars. Not as much fun as *Extra Innings Baseball* though!

**Rob 73%**



With only one batter out and runners on first and third base, LA are in good shape!



When the batter hits the ball the field perspective changes from close-up (below left) to overhead (left). The catcher dives for the ball while the runners advance round the bases. Go on lads!



Where you stand at the base is essential for returning a good ball. Stand too far back and it's bye bye!

Namco £44.99	
<b>VISUALS</b>	<b>75%</b>
<b>SONICS</b>	<b>71%</b>
<b>PLAYABILITY</b>	<b>72%</b>
<b>LASTABILITY</b>	<b>71%</b>
<b>FORCE</b>	<b>73%</b>

# SNES SUPER BATTER-UP



# Prize winners!

Once again welcome to the winners enclosure my petit pois — put down that turnip, dust off your trilby and eyes down for this month's decidedly large batch of lucky people. If your name's not here, don't despair. Instead run out, buy enough stamps to post Mount Everest and enter every compo in this huge giveaway issue of the world's favourite Nintendo read.

**W**e've been inundated with entries for the CHEETAH JOYSTICK COMPO run in Issue Six, but as much as we would like to give everyone a prize, there was no way Doug could grovel enough to get the vast quantities required.

Anyway the 20 lucky winners who each receive the joystick of their choice are:

Dylan Owen from North Wales, David Joseph from Staffordshire, Kile Walker from West Sussex, David Horne from Northants, C Sangster from Glasgow, Stephen Parkes from Suffolk, Tony Mills from Merseyside, Ross Kirkland from Glasgow, Graham Morrey from Liverpool, Jean Grzesik from South Yorkshire, Jon Banks from Peckham, Giles Newcombe from Devon, M.S. Clayton from Peckham, Ben Huff from Fulham, Oliver Ryan from Birmingham, Wendy Graham from Ayrshire, Rich Smith from Hull, Simon Thomas from Gwynedd, Lee Sambrook from Chesterfield and Alex Gibson from Newcastle-Upon-Tyne.

Congratulations to all you guys, jiggle those sticks until your wrists ache.

## Pedal power

By Jove you lot sure do want a beepy thing to strap onto your bikes. Yep, we had to find ten winners to take home this great peice of Mario kit. Not only do the little fat Italian's eyes flash, but he also makes heaps of strange noises when you hit the fire button. Better than a bell and highly sought after, there was a huge response to this compo, but unfortunately there could only be a handful of winners. They are:

Quang Luu from Manchester, Jon Robinson from Swansea, B. Blackwood from Lancashire, Peter Mitchell from Berkshire, Kevin C. Watt from Glasgow, Cathy Claxton from High Bernet, Richard Lodge from West Midlands and Andy Mitchell from Glasgow.

Well done you guys and bad luck to the many hundreds who also entered, keep on trying — it could be your turn to win next time!

Fancy a few freebies? Well, all you have to do is turn to the compo pages to win any number of mega prizes! Just answer the simple questions, sit back and wait — easy life!

# FEE

WITH 12 BU



# ALL THE HEAT!

WARMING ISSUES OF N-FORCE



**Subscribe to N-FORCE, choose a gift and get Britain's best Nintendo mag delivered to your door!**

**N**-FORCE is turning up the fire for 1993! With more pages, better tips and competitions and a huge selection of games, we've got a lot in store for our readers this year.

There's the special *Street Fighter II* schools challenge starting next month — we'll be out on the road finding out who is really the best!

Then, straight from Japan and America, we'll be bringing you the latest news and info on games and console developments as they hit the streets.

And of course we'll be showing you the best games to play and how to play them — dozens of top titles each month.

There are heaps of reasons to subscribe to N-FORCE, and there's no time like now. So don't miss out, and make sure you spend 1993 with us...

**N-FORCE**  
100% FOR YOUR NINTENDO!

## I WANNA SIZZLE AND FRY WITH A YEAR'S SUPPLY!

UK/Channel Islands subscriptions:

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● The gift I have chosen is:

● SNES Turbo Touch Joypad ☐ 8712

● NES Turbo Touch Joypad ☐ 8713

● Game Boy Magnilight ☐ 8714

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## Game Boy mad

I think your mag is most excellent because you get an Xpress card to get lots of goodies. I am 11-years-old and own a SNES and an NES. I would like a Game Boy but my dad says it's a waste of money. I am writing because I would like a cool excellent N-FORCE mega T-shirt!

■ Steven Rance, London, SE15

■ Talk your dad into buying a Game Boy — they're also most excellent — and keep trying for that T-shirt!

## More, more, more!

I've just come off the phone to N-FORCE and I think the Australian guy is a good laugh.

Can I just say that not only I, but millions of other little boys and girls love your magazine... it's excellently upgraded since Issue 1... (you have to admit, the pictures were a bit tacky!)

I know your magazine is so great it doesn't need any help, but I'm gonna give you some of my opinions to make it tops....

More free gifts, a *SFII* video, with other SNES, NES and Game Boy games showing you what they are like when completed, more tips 'n' cheats, more pages, a readers' art section and more competitions.

PS Can I come and work for you.

■ Lindsay, (13) Fife, Scotland

■ Thanks for the suggestions Lindsay. We're glad you want to see more of N-FORCE. We've increased the number of pages from 84 in Issue 1 to 116 in Issue 8 and we'll continue to cram as much into each issue as possible.

## Mario mania

I am writing to complain about your rating of *Super Mario Bros* and *Super Mario Bros 3*. In Issue 7's Six of the Best you gave *Mario* 374% when it's worth 98%.

Also, you said that *Super Mario Bros* is crap, but I loved it.

■ Richard Lawrence, Formby

■ OK, you found us out — we accidentally put the wrong score in for *Mario* 3! It's a fantastic game and really worth 94%. *Super Mario Bros* was an arcade game almost ten years ago and is now very dated so therefore doesn't compare as well against modern games.

## Going grey

Please can you tell me why there are hundreds of games in mail order catalogues that I've never seen reviewed? I know a lot of these must be American or Japanese, couldn't you import some and review them?

For example on the SNES I've seen titles such as *Sim Earth*, *Spider Man*, *Ultra Man*, *Toxic Crusades*, *Best of the*

**Get a grip...**

**Get your**

**Out!**

I WANNA WIN!!

I'VE WON!

N-FORCE Xpress

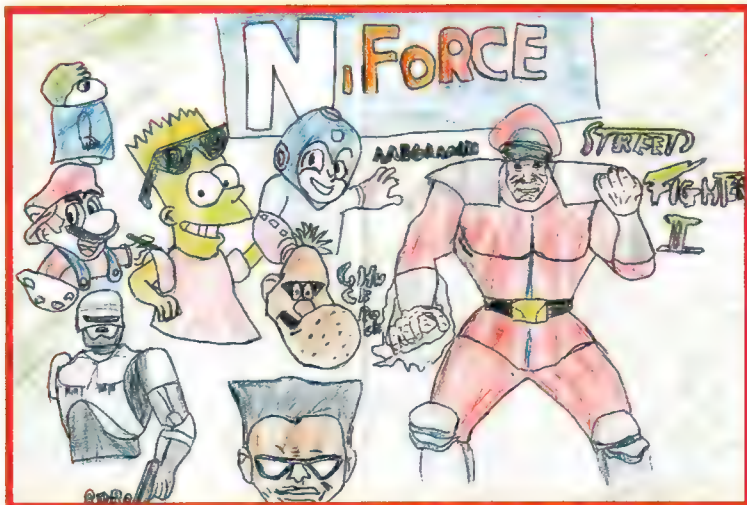
669781

**Yes, have your N-FORCE Xpress card ready because this could be your lucky day. There are loads of fabulous prizes every month waiting to be won. To claim your great gift, just match the winning number on your card to the numbers on the next page. It's that easy!**



So you want to be a popstar? Check it out! If your number matches the winning number on the hotline, you win this complete band set!! Everything you need to start performing.





Luke Frampton of Powys is a bit of an all-round Nintendo fan by the look of this drawing. Well done Luke, there's an extra-big N-FORCE T-shirt on the way...

Best and Skins. Also how would you rate *Sim City*?

■ Neil Young, Bradford on Avon, Wilts

■ We do review most of them — sometimes, however, there are too many to fit in one issue, or they are on sale before N-FORCE is. *Sim City* is a great game — we gave it 93% in Issue 3.

### Contra-dictions!

Congrats on the ace mag. So far I have collected all issues under the

sun!

One plea though — would there be a stylish, colourful, totally tack and blue hedgehog pollution-free (grovel, grovel) folder to keep N-FORCE mags where they should be (cos mine has a habit of wandering at night and ending up in every state imaginable.)

That's about all the quibbles on the mag. Anyway, after reading Issue 7, I spotted an advert for *Super Probotector* — *Alien Rebels*. This looks a complete rip off from *Contra Spirit III* — *The Alien Wars*. This also

## Letter of the month!

### More boys please!

I'd like to take the opportunity to say that the Game Boy reviews, although brilliant, are a little bit scarce and I would be overwhelmed to see a few more dotted about the place. To round off, could we have a few more tips in the all ready massive tips section please.

■ Kevin Dovaston, Ellesmere, Shropshire

■ We're always trying to pack as much into N-FORCE as possible, Game Boy reviews and tips included. It's just at the moment there are more SNES games around than GB and NES games. But we always try to look at as many games as we can on all three formats.



applies to *Universal Soldier* and *Super Turrican*.

I've also noticed that most advertisers have got few, or no, NES games for sale (eg Software Supreme). But to contradict that, in almost every electrical store there are at least ten games for the NES. (By the way, for NESers, get *Gremlins 2 — The New Batch* from Sunsoft cos it's ace — one of the best games I've seen in ages!)

■ Chris Jones, Oswestry, Shropshire

■ You're dead right — *Super Probotector* is the English version of *Contra Spirits*, and it looks that the same may be the case with *Super Turrican* when it's released. And by the way, you can get some very sexy N-FORCE binders from our mail order page.

### Street Fighter zero?

I am now the proud owner of a SNES and I thought I would bring it to your attention that there are three *Street Fighter* games.



Ready for some fast 'N' fun? We've got FIVE of these brilliant remote control powerboats up for grabs! Call the hotline now.

### Need a card?

You can't win if you don't have a card! To get one, send an SAE to Megafone, Sandylands House, Morecombe, Lancs LA3 1DG.

## INSTANT WINNERS...

Hey, you. Yes, you! Don't turn the page, you could be one of this month's lucky winners! If one of the following numbers is exactly the same as the one on your card, you win the game of your choice! You heard right, the incredible *Street Fighter II* or the *Legend of Zelda*, or *T2* on the Game Boy or *Hyper Soccer* on the NES. All for the price of a phone call.

If you're one of this month's instant winners, send your card to N-FORCE instant win, Sandylands House, Morcombe, Lancs, LA3 1DG.

564200  
591111  
607720  
648200  
500160

# Call 0891 424199

## Answer two simple quiz questions and get all the winning numbers.

Calls cost 36p/min (cheap rate), 48p/min (all other times). Please ask permission before you call. Maximum length of call is 5.5 minutes, which costs £1.98 (cheap rate), £2.64 (all other times). We advise you to call at cheap rate. A full list of rules etc is available by sending an SAE to: Megafone (N-FORCE Xpress), Sandylands House, Morecombe, Lancs, LA3 1DG.



# Say What?!

## This month's most quotable quotes...

I would like to tell you N-FORCE is the greatest magazine to hit the shelves ever.

■ **Andrew McCarthy (12), Doncaster, S Yorkshire**

I would be very grateful if you print my picture as it would show up my mates who love Sega.

■ **Kevin**

I've sent this letter to brighten up the magazine slightly.

■ **Luke Frampton, The Old Vickerage, Powys**

Could you make this your letter of the month please?

■ **Neil Young, Bradford on Avon,**

I'd just like to say thanks for helping me find my *Street Fighter II* cart that my dog buried last month.

■ **Reg Snorbet, London W1**

Oh, by the way...can you say hi to my sexy girlfriend Lindsay Millar & call Jeff, Janice, Chris and Sega (spit, spit), fat lazy, gay, sad gits.

■ **Lindsay, (13) Fife, Scotland**

Megadrive owners are brain dead!

■ **Eamon Sutherland, Chatham, Kent**

I think your mag is trendy and by far the best for Nintendo

■ **David Joseph, Eccleshall,**

I think *Desert Strike* is racist propaganda.

■ **Mustaffa Quadir, Birmingham**

I wouldn't go out with a girl that had a Megadrive

■ **Jason Livingstone, East Kilbride**

My T-shirt size is 30 inches and I am ten-years-old.

■ **Steven Gibson, Preston, Lancs**

Is there such a thing as a Mega Drive converter for the NES?

■ **Stuart Rypien, London**

Super, smashing, great!

■ **Mark Gopsill, Rednall, Birmingham**

Who's this Norton Kai?

■ **Marshall, New York, NY**

I buy N-FORCE every month cos it kicks ass.

■ **Paul Turner, Kingswinford**  
I've got a dog called Mario, a cat

called Yoshi and a sister called Sarah-Louise.

■ **Brian Small, Gloucester**

I'm 76 years old and I love your magazine.

■ **Ronald Shingler, Moss Side, Manchester**

What happens if you put a NES cart in a SNES?

■ **Sam Brown, Toxteth, Liverpool**

How old is Nick because my sister fancies him!

■ **Cynthia Wright, Scotland**

Have I got a faulty monitor or is Yoshi meant to be blue?

■ **Peter Evans, West Glamorgan**

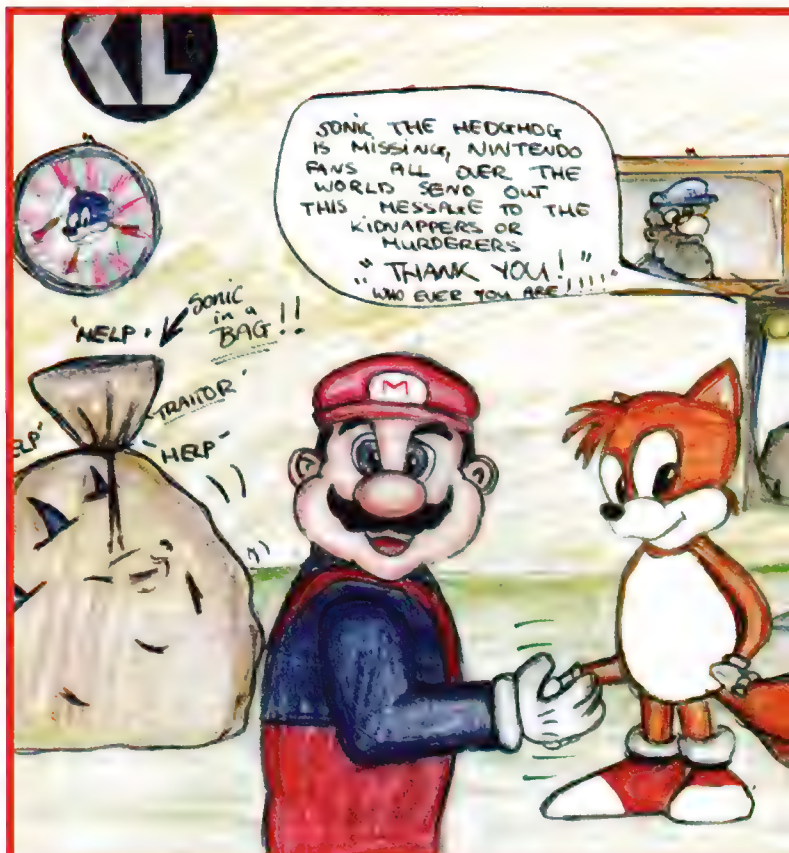
My friend, Simon, says he's seen *Street Fighter II* on the Game Boy. Is he lying?

■ **Alan Jefferies, Powys**

## DYNAMIC DOODLERS!

What a month it's been for budding artists in N-FORCE! We've had some corkers, from Mario with a weight problem, to Chun Li kicking Sonic's butt. Unfortunately we can't fit 'em all in — here's a list of those budding artists:

Jake Osman  
James Ellison, St Sampsons  
Lewis Bryant, Dorset  
Daniel Willems, Netherlands  
Colin McDonagh, London  
Alan Roberts  
James Mee, Scotland  
Jatinder Dhonsi, Middlesex  
Clive Ellis  
Deborah Moger, London  
Steven Rance, London  
Kevin Douaston, Shropshire  
Steven Davenport, Mersyside  
Stewart Chown, Aberdeen  
Neil Hogan, Liverpool  
Paul Brookstein, Kent  
Karl Tull, Beds.  
Damien Dart, Portsmouth  
Darren Moxon, Huddersfield  
Lee Brookstein, Kent  
Lee Tiller, Wolverhampton  
Christopher Catty, Herts  
Daniel Brookstein, Kent  
Luke Frampton, Powys  
Adam Wilson, Derbyshire  
Danielle Moxon, Huddersfield  
L. Vine  
Daniel Searle, Sheffield  
Kevin Clarkson, Kent  
Greg Cartwright, Somerset  
Barry Lewis, Kent  
Luke McKinna, Edinburgh



You can't help feeling sorry for Sonic sometimes, can you?! Kevin Clarkson drew this masterpiece and now has one humongous N-FORCE shirt with his name on it...

Yes; we all know about the first two, but it's a little known fact that there is a *Street Fighter 0*. It is called *Human Killing Machine* (HKM for short) and is totally rubbish!

I'm also glad the team have kept the NES alive because it was the console that built Nintendo up.

■ **Eamon Sutherland, Chatham, Kent**

■ **Thanks for the tip on HKM.** We've heard of it but never had the chance to play it. We are strongly committed to promoting the NES and its titles and will continue to cater for our 8-bit readers.

## A change for the better

I used to be a very unsatisfied owner of a Sega Master System — I have to tell you it was a load of crap. I brought a copy of SEGA FORCE and it sucked.

Now, two months after buying the MS I am a happy owner of a SNES. I bought a copy of N-FORCE and I am pleased to say it was much, much better than SEGA FORCE. I started from Issue 5 and I am still buying it.

■ **Marie Tang, Hockley, Birmingham**

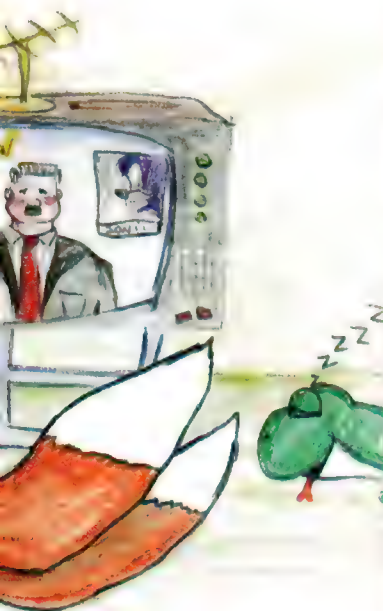
■ **We're very glad you saw the light and decided to convert to Nintendo.** I'm sure you'll agree it's a much better system. SEGA FORCE is not a bad mag, it's just you usually have to own a Mega Drive to understand it!



It's Link from *Zelda*, searching for his lost princess. Greg Cartwright (13) of Somerset put pen to paper for us — there's an autographed mag coming your way!



KEVIN CLARSON  
SHEET • Mario & Tail



## Mega defence

I don't know why people who own just Nintendo have to slag off Sega so much. I'm pretty lucky and own both a Mega Drive and a Super Nintendo, and there's not that much difference between them.

People should realise it doesn't really matter what console you've got, as long as the games are good.

■ Eddie Patten, Southampton.

■ How can you say there's not that much difference between the SNES and the Mega Drive — damn! One's almost two years more advanced and has infinitely better games...

**This is the place to be if you have anything to say about anything Nintendo. Just send 'em to Junk Mail, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW. Don't forget we like a mug shot as well...**

# What's your problem?



**Got any hassles? Can't find that illusive game? Got problems with dirt under your finger**

**nails or is your cat too fat? I'm here to solve all these quibbles so send your problems to: Nick Roberts, What's your problem?, N-FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.**

## Bossy boots!

This is my first time writing to you so before I ask some questions I would just like to say what a good mag you have and I bet everyone reading this letter's thinking the same thing. So now to the question. I am very confused. Mean Machines said there isn't, another mag said there is, so because your heavenly brainy I thought you would know. Please tell me if there's a code to play the four end bosses on *Street Fighter 2*. If there is please tell me it.

■ Matthew Higgs, London, SW14

No there isn't!

## Boy blues

When will you review *Tecmo Bowl* for the Game Boy — it's brilliant.

■ Kevin Dovaston, Ellesmere, Shropshire

As soon as one of our mail order companies send it to us!

## Question crazy

I think your magazine is great. Please could you answer these questions.

1) Is *Final Fight* and *Pit Fighter* any good?

2) Will *Home Alone* be out on the Super NES?

3) Is it true that *Tazmania* is coming to SNES, NES and Game Boy?

■ Roscoe Ellis

*Pit Fighter* is a pile of poo but *Final Fight* isn't a bad beat-'em-up.

*Home Alone* has been available on the SNES for a long time — but don't touch it with a barge pole! As for *Taz*, yes it's planned but there are no official release dates yet.

## Seedy films!

Please answer these questions that I'm putting to your superior knowledge

on Nintendo.

1) When are Nintendo releasing the CD-ROM for the SNES and will they release a new Mario game for it?

2) Out of these games for the Game Boy which one would you buy: *T2 Arcade Game*, *Mario Land 2*, *Star Wars* or *Probotector*?

3) Do you think I should buy *Smash TV* or *Star Wars* for my NES?

■ David Joseph, Eccleshall, Staffordshire

The semi-official release date for the CD-ROM is autumn this year but you can bet your bottom dollar we'll see one here at N-FORCE much sooner than that. There's bound to be a brand new Mario game for it and it's going to be a smasher!

One of the best Game Boy games I've played is *Mario Land 2* but the first levels are a bit too easy really. *Probotector*'s not bad either.

Rob just couldn't stop playing *Star Wars* on the NES so you can't say fairer than that!

## Universal pictures

Is it true that the Universal Adaptor uses twice the power from the SNES and that this can blow vital chips in the SNES making it useless? Also could you please tell me when *John Madden Football '93* is coming out on UK release on the SNES, and is there any chance of getting the last issue?

■ Miss S Docksey, Warrington, Cheshire

I wish people would stop flapping about the Universal Adaptor. There is absolutely nothing wrong with using one to play imported games on your SNES. It doesn't use up any more power and we've never heard of one blowing up a console. Some

of the cheaper versions that have appeared were a bit dodgy but if in doubt, phone us at N-FORCE before you buy!

JM'93 has yet to find a release date but you can get it on import now. If you want a back issue of the mag then check out the back issues page!

## I'm Dizzy!

1) Why oh why do you print letters that say 'why don't you do Mega (sp) Drive (sp) reviews — can't they read?

2) Do you think I should get *Dizzy* (plug thru) or *Micro Machines* (play thru)?

3) Why is the Game Genie (NES) quite expensive when the Game Boy one's going to be cheap?

Hope you can answer these and print my letter in your excellent mag

■ Jacob Osman, Sheffield

We print wacky letters for a bit of a laugh really! As for those two games, it depends on what sort of a gamer you are. *Dizzy* is an excellent cartoon adventure and *Micro Machines* a hot racing sim. The Game Boy Game Genie probably costs a bit less because there's less of it!

## What's an Amiga?!

Firstly, I would like to tell you that N-Force is the greatest magazine to hit the shelves ever. Please could you tell me if the new Amiga 1200 is better than the SNES for games. My brother says it is, but I want to know for sure?

■ Andrew McCarthy (12), Doncaster, S Yorkshire

Hmm. The differences between the new Amiga and the SNES are vast. For a start they cater for totally different markets. The Amiga is a home computer which means you will be able to print letters, do accounts, run music programs and utility software as well as play games. The SNES on the other hand is a 100% gaming machine.e for deicated game fiendss

I would say that the SNES is far better for games. The hardware doesn't really count. It's the cartridges that store all the new goodies coming from Nintendo like the Special FX chip. Some games can have up to 16-meg of memory just inside the cart, check out the incredible *Street Fighter II* or *Bubsy the Bobcat* for example!!



# Hyper-Zone

So you're pretty good at those new games you got for Christmas — let's see just how good. Here are the best of the best, the few whose amazing skills have secured them a place in the Hyper-Zone Hall of Fame. Do you measure up?

## BART SIMPSON'S ESCAPE FROM CAMP DEADLY ■ GB ■

Ben Gardener, Forestfields, Nottingham  
score: 224496

## BATMAN (RETURN OF THE JOKER) ■ GB ■

Ben Gardener, Forestfields, Nottingham  
reached Joker (hard)  
Dominic Evans, Hereford  
completed

## TETRIS ■ GB ■

Richard Cosby, Maidstone, Kent  
39,349

Susan Evans, Swansea  
41,443

Richard Samuel, Brighton, East Sussex  
173 lines

Lyn Hitchcock, London, W13  
score: 122 lines

Ben Gardener, Forestfields, Nottingham  
197 lines type A, 9234 type B high 0,  
completed type B level 9 high 2.

## DOUBLE DRAGON 2 ■ GB ■

Ben Gardener, Forestfields Nottingham  
score 221400 (COMPLETED)

Tabrez Hussain, Hendon, NW4  
Completed twice, score: 174125, without use  
of continue.

## SUPER MARIO WORLD ■ SNES ■

James Watt, Birmingham  
score 1,760,980 with 99 lives

## SUPER TENNIS ■ SNES ■

Gary Davies, Cardiff  
won men's circuit 350 points

## SUPER MARIO WORLD ■ SNES ■

D Cope, Tamworth  
completed with 65 lives



15524900 game type B completed.

## SUPER SOCCER ■ SNES ■

Tommy Hall, Glasgow  
completed on Expert  
C Chandler, Hartlypool  
completed on Expert and beat Nintendo team

## GHOSTBUSTERS 2 ■ GB ■

Ben Gardener, Forestfields Nottingham  
completed

## ROBOCOP 2 ■ GB ■

Ben Gardener, Forestfields Nottingham  
1515400 completed

## TERMINATOR 2 ■ GB ■

Ben Gardener, Forestfields Nottingham  
2160 completed



using Ken without losing a round  
David Walker, Beddau, Mid Glam  
Beat Balrog using Zangief in 6 seconds



David Edwards was so excited by his F-Zero score he photographed his television. Nice TV David, but we'd prefer a picture of you next time.

## F-ZERO ■ SNES ■

S Saxon, Blackburn, Lancashire  
score 32,432

S Barrett, Cambridge  
score 31,335

Daniel Jones, Cardiff  
first in every lap

David Edwards, Meadowfield, Durham  
score: 47900

## SUPER SMASH TV ■ SNES ■

Tim Owsley and his dad, Much Wenlock,  
Shropshire combined score of 61,543,432

James Morris, Inverness  
completed

## DOUBLE DRAGON 3 ■ GB ■

Ben Gardener, Forestfields Nottingham  
completed

## DR FRANKEN ■ GB ■

Ben Gardener, Forestfields Nottingham  
98% completed

Tabrez Hussain, Hendon, London, NW4  
21% complete.

## GREMLINS 2 ■ GB ■

Samuel Bond, Ironbridge, Shropshire  
38,000 without continues

## WWF SUPERSTARS ■ GB ■

Ben Gardener, Forestfields Nottingham  
completed

Iain Nicholson, Fife, Scotland  
completed

## WWF SUPERSTARS 2 ■ GB ■

Ben Gardener, Forestfields Nottingham  
completed

Ben Gardener, Forestfields Nottingham  
completed

## DUCK TALES ■ GB ■

Thomas Wadsworth, Penistone, Sheffield  
Completed

John Jones, Birmingham  
completed

## TURTLES ■ GB ■

Thomas Wadsworth, Penistone, Sheffield  
Completed

Stacy Sutherland, Wolverhampton,  
completed with one turtle

## RADAR MISSION ■ GB ■

Thomas Wadsworth, Penistone, Sheffield  
Completed

## DUCK HUNT ■ NES ■

Thomas Scott, Pinner, Middx  
score: 413700

David Walker/David Bowring, Beddau, Mid Glam  
score: 999,99

## SUPER MARIO 1 ■ NES ■

Thomas Scott, Pinner, Middx  
Completed

## DOUBLE DRAGON 1 ■ GB ■

Tabrez Hussain, Hendon, NW4  
Completed 11 times.

## DOUBLE DRAGON III ■ GB ■

Tabrez Hussain, Hendon, NW4  
Completed, well nearly, can't get past the bit  
after the short man, man with the stick  
although I can get past him!

## TURTLES II ■ GB ■

Tabrez Hussain, Hendon, NW4  
Completed

Jonathan Walker, Bedau, Mid Glam  
Score: 999,999

## NINJA GAIDEN ■ GB ■

Tabrez Hussain, Hendon, London, NW4  
Completed

## BART SIMPSON ■ GB ■

Jonathan Grove, nr Solihull, W Midlands  
Completed

## TETRIS ■ NES ■

David Walker, Beddau, Mid Glam  
score: 999,999



## SUPER MARIO LAND ■ GB ■

Jonathan Walker,  
Beddau, Mid Glam  
Completed, using only  
8 lives, no continues

370,839

## WWF2 ■ GB ■

David Walker, Beddau,  
Mid Glam

Beat all 6 using all 6 (cage match)

## WWF ■ GB ■

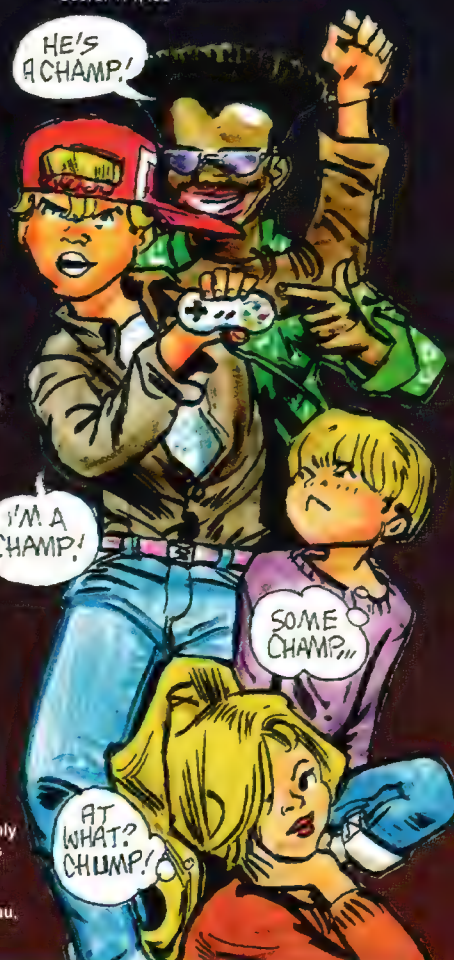
David Walker, Beddau, Mid Glam  
Beat all 6 using all 6 (regular match)

## WWF Wrestlemania ■ SNES ■

David Walker, Beddau, Mid Glam  
Beat all 10 using all 10

## Mole Patrol ■ SNES ■

David Walker, Beddau, Mid Glam  
Score: 171,456



Please wack my fantastic scores in the one and only Hyper-Zone Hall of Fame!

1 .....format.....  
2 .....format.....  
3 .....format.....

I ain't lyin' and that's the truth ☐

I have put in a photo of myself cos I look like Tom Cruise ☐

Name .....

Address .....

.....Postcode.....

● Send your high scores (if you dare) to Hyper-Zone, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1PD.







# N-MART

# NINTENDO RULES



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● NES for sale includes two joy pads, and six games, still boxed will accept £120. Phone Tom on (0706) 217221.

● NEs for sale, with 7 games and light gun, worth £290 will sell for £170, for info call (0557) 814260 after 6pm.

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● PC Engine GT including two games Jackie Chan and Paranoia for sale, boxed and in perfect condition, worth £260 will sell for only £165. Phone (081) 445 7003.

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● SNES for sale including Mario World, Super WWF and Street Fighter II (British) Pal version and two pads, sell the lot for £220, ring (0354) 694089.

● SNES game for sale, Zelda: A link to the past. £30 or swap for SNES game. Tel (0707) 267995, leave name and address.

● Super NES for sale (US) excellent condition, £90. Phone Rashid at 071 354 3421.

● Super NES for sale with Street Fighter II, Mario 4 and Super Castlevania 4, around £110. Phone and ask for Matt on (081) 771 5002.

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## ● SWAP

● For NES will swap Rush, and Attack for Link, ask for Paul after 4pm on (0952) 614247.

● I have Super Probotector. I want Super Mario Kart, simple enough. Comes with box and instructions. If interested, please phone James on (0483) 64823. Between 6pm-8pm.

● I will swap my NES with 13 top title games, zapper gun, 2 joysticks for Mega Drive. Please phone (0792) 771594.

● I will swap Snooker Table, with two cues and all balls for NES with one game. Phone Seth on (0737) 823467 after 4pm.

● I will swap Super NES game Super Mario World with Castlevania IV or Addams Family. Tel (0903) 207914 (or with Super Protector or Axel).

● I would like to swap Chase HQ, for Tennis on the GameBoy. Tel (0284) 766103.

● PAL Super Nintendo, two joypads, scart lead, power supply etc, for scart American SNES or Scart Super Famicom. Ring Phil on (0709) 364494 (daytime).

● Skate or Die (NES) for Bad Dudes, ask for Paul after 4pm. Please phone (952) 614247.

● Snes games for swap — F-Zero, Super WWF, Super Mario and any games considered or will sell, ring and ask for James on (0629) 732336.

● Super NES games for swap or sale. Phone Brian after 6pm on (0463) 221173.

● I will swap my game Boy with two games AC Adator, and carry case for your Game Gear with one or more games. Ring Pontefract 614512 ask for Andrew.

● Swap SNES games Actraiser and F-Zero. Almost anything considered. Will also buy games. Contact Robert Reid 40 Burdie House Street, Edinburgh, EH17 8HB.

● Will swap Super Adventure Island

plus £10 for Super Mario World or Super Mario Bros 4. Phone after 5pm ask for Stewart on (0236) 730373.

● Will swap my Yamaha keyboard (50 rhythms, 100 voices loads effects) worth £220 for your Mega Drive or SNES with games or sell for £145 ono. Yo! Ring (0788) 567254.

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● Will swap WWF (NES) for almost any other SNES game. Phone Chris on 0444 235087.

● Will swap American Sim City for either Zelda III, Axel, or Mystical Ninja, open to offers for other SNES games. Tel (0525) 712882.

● Will swap Konami Hyper Soccer (NES) boxed with instructions for NES Open golf (must have manual). Call Gavin on (0482) 632484.

## ● WANTED

● Game Boy console please! This is a two-boy house. Will pay reasonable request. I am also interested in games. Write to 12 Bowen Street, Hafod, Swansea, SA1 2NA or ring 0792 643507.

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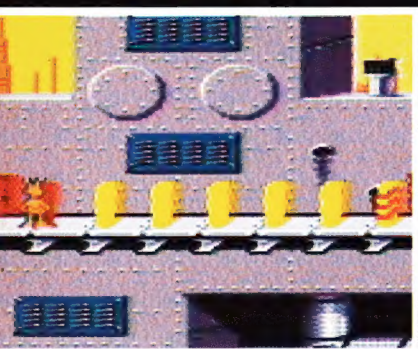
**And yes, it's going to happen again in four weeks time. There'll be a brand new N-FORCE, full of...**

● **The Big Breakfast!** Don't miss our Master Blaster column with Ben the Boffin!



● **Chester Cheetah** Fast, wild and very cool. It's top SNES platform action starring Chester the cheetah!

● **Push Over** Pull your hair out! We review the brain-draining domino-toppling puzzler, *Push Over* on the SNES!



● **Aliens vs Predator** First peek at the great film licence *Aliens vs Predator*, a wicked one- and two-player beat-'em-up for the SNES. Scared? You will be!

● **Bubsy the Bobcat** You've read the preview, now check out the full review of the stunning *Bubsy the Bobcat*. Wild and wacky fun from the furry hero that's taking the SNES world by storm!



● **Tips! Part two of the Mickey's Magical Quest tips special!**

● **Barbie Game Girl** Hello Dolly! Game Boy fun with every girl's best friend, Barbie.



● **French cartoon hero, Asterix, comes to the Game Boy!**

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Doug 'Oz' Green  
Deputy Editor

Nick 'Shades' Roberts  
Production Editor

Chris 'Ace' Rice  
Staff writers

Carl 'Gunns' Rowley

Rob 'Owl' Millicham

Contributors

Marshall 'Tache' Rosenthal  
(USA)

Norton 'Dude' Kai

(Japan)

## Design

### Art Director

Oli 'Black olive' Frey

Designers

Charlie 'Chike' Chubb

Jo 'Mo' Lewis

NES & SNES screens

The N-FORCERS

Game Boy Screens

Franco 'Twiggle' Frey

Scanning

Mike 'pickled egg' Parkinson

## Production

Production Manager

Peter 'plain flavour' Smith

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## Advertising

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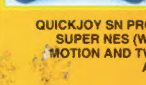
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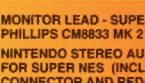
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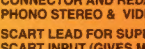
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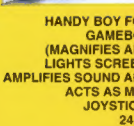
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